
N64 MAGAZINE
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p36
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CHRISTMAS 2000 £3.25
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ISSUE 49



"RUSH 2049 HAS EMERGED AS A VERY WELCOME MEMBER OF THE N64'S RACING ELITE"

91%









Race - Stunt - Battle

Once in a lifetime comes three times the game!

Out Now!



Coming November!



Coming November!



MIDWAY



THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

WELCOME TO N64 MAGAZINE

'Tis the season to be jolly...

There are lots of things we love about Chrimbo: stuffing ourselves with nosh; watching the Wizard of Oz (and pretending not to be scared of the witch); opening all our prezzies...

But this year, there's only *one* thing you'll actually want to be doing – and that's playing *Majora's Mask*. Settle down in a big comfy chair, have a plate of mince pies on standby, and prepare yourself for another magical experience.

Merry Christmas!

Andrea Ball
EDITOR

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Issue 49 Christmas 2000

Next issue on sale
Thursday 14th December
To find out why it's going to be fantastic, turn to p112


THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

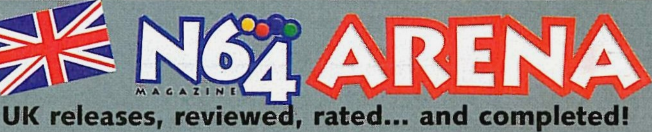
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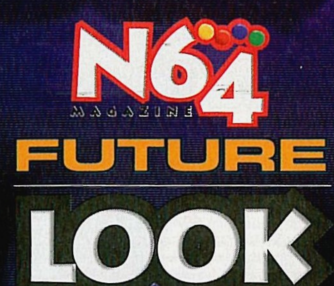
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UK releases, reviewed, rated... and completed!



FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6











Club 64

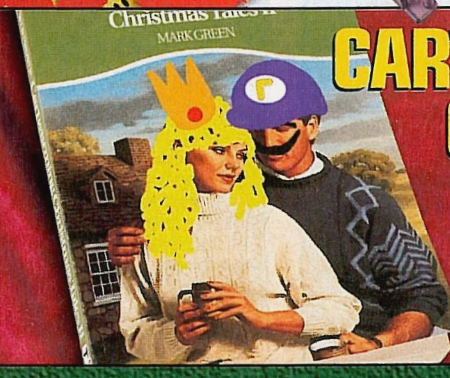
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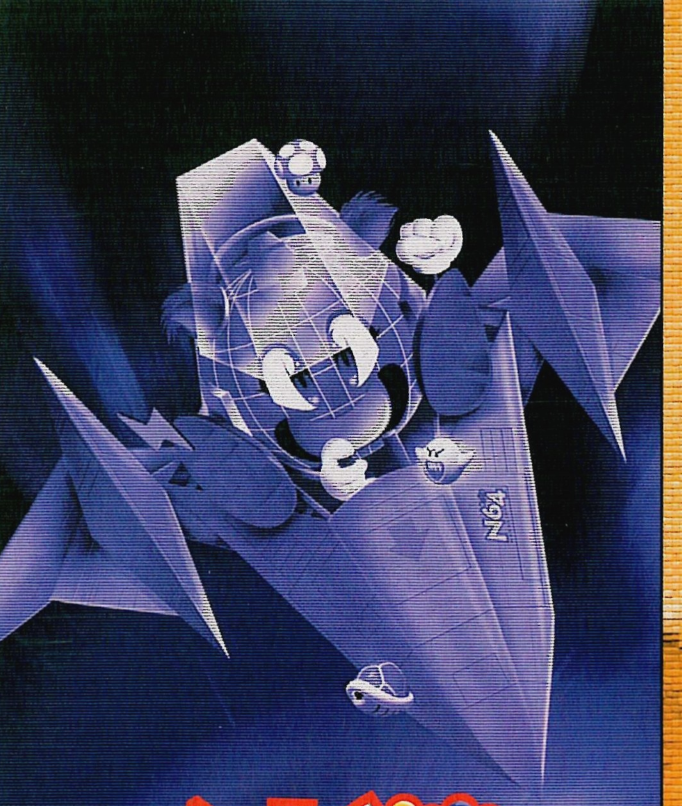
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N64 MAGAZINE

FUTURE LOOK

Your first look at the *BIG* new N64 games!

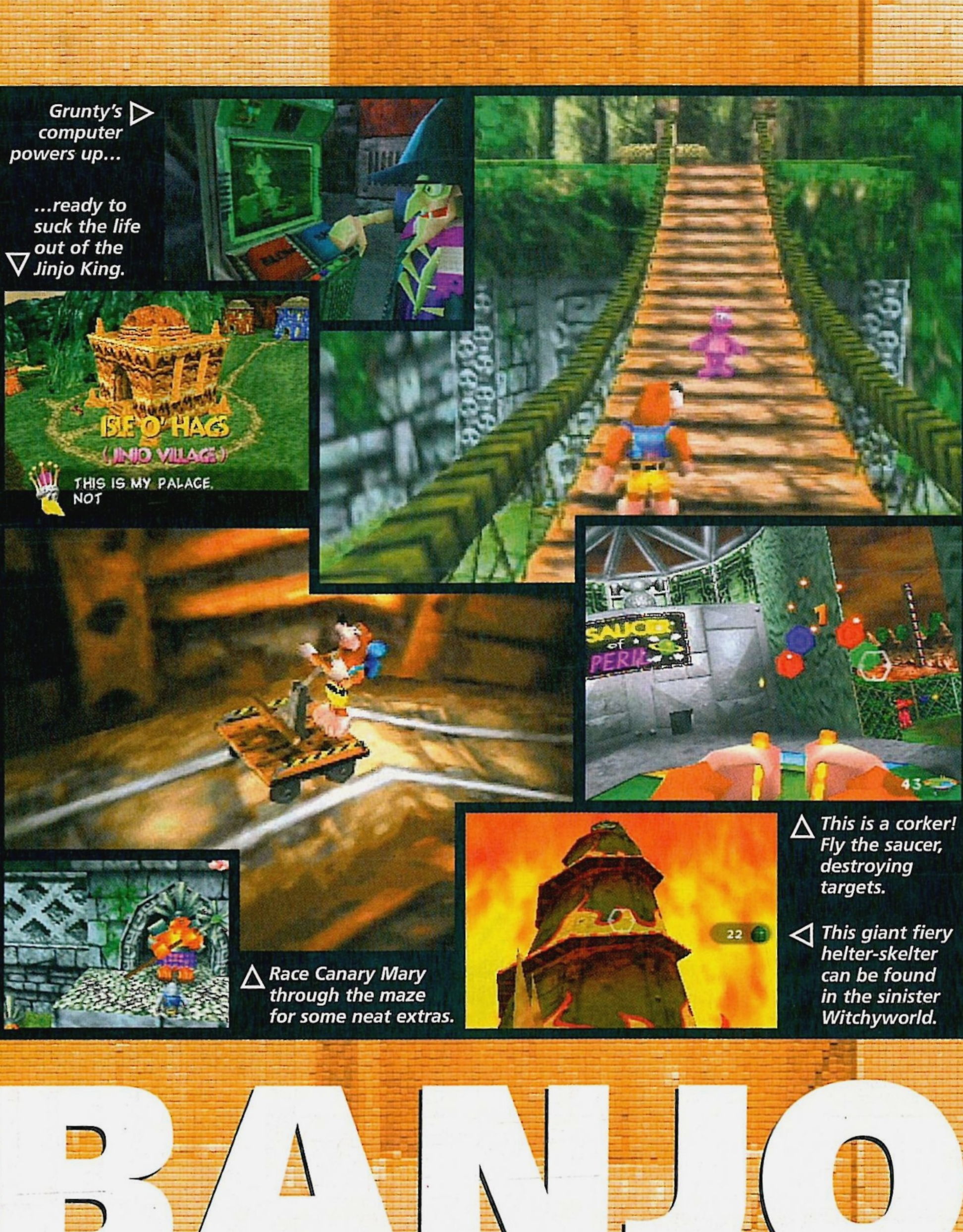
this month



WANT MORE NEW GAMES?
Check out the Coming Soon section of Planet 64 on page 18! GO! GO!







Grunty's computer powers up...

...ready to suck the life out of the Jinjo King.

Race Canary Mary through the maze for some neat extras.

This is a corker! Fly the saucer, destroying targets.

This giant fiery helter-skelter can be found in the sinister Witchyworld.

BANJO



Pah! Back from the dead – albeit with no body – Grunty's not looking too happy, or pretty for that matter. Looks like that bird and bear duo are in for some trouble. Again.

The Isle of Hags is the central hub in Banjo-Tooie, and is where most of your exploration initially begins. Get to it Banjo!

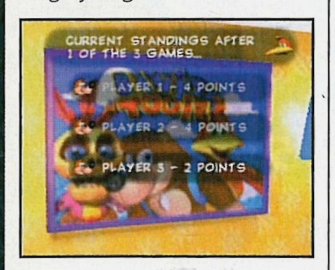
This is Targitzan – scary ain't he? Just you wait 'til his body forms. Then you'll be worried.

MULTIPLAYER MADNESS

Rare haven't been shy with extra features, including a comprehensive multiplayer option which almost betters *Mario Party*'s minigames.

OPTION OVERLOAD

Multiplayer games can be played either singly or in a lengthy league.



FOUR-WAY FOOTIE

The Colosseum Kickball is one of the most frantic. It's still fun in one-player mode, too.



GOLDENEGG

The shootouts are our favourite. Super-smooth and loads of fun.



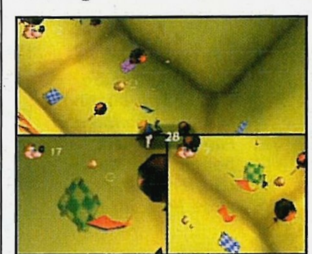
BALLS 'N' BUMPERS

Put your foot down and ram your opponents for coloured balls in the Dodgem Challenge.



FIRST-PERSON FROLICS

This one's nuts. Zoom around a padded cell like a lunatic, bursting balloons.



VICIOUS VIRUSES!

Another frantic collect-'em-up – this time with nasty viruses. Bash 'em with your beak!





△ Right from the start the views are breathtaking. Just check out how clear everything is.

△ One of Cheato's pages. Your reward for skill.

-TOOIE

a bear necessity



INFO BURST

BANJO-TOOIE	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Feb	Mar	TBA

ANTICIPATION RATING



△ Bye-bye Bottles. Grunty's going to pay.

The mines hold plenty of top-class surprises... ▷

△ While there's still loads of leaping to be done, there's nothing too hard.

GO! GO! ▷

MIGHTY MAGIC

Once again, the shaman assists you with his unique voodoo power. This time, though, he's got some stiff competition.



1 This is Humba Wumba, the new gal on the block. She's Banjo-Tooie's resident Pocahontas look-alike and takes over Mumbo's old role as chief character-changer.

2 Give her a magical Glowbow and she'll turn you into some bizarre characters to help you through the game.



3 First up is the waddling figure of Stoney. You'll need to disguise yourself as him to be able to get into the prestigious Kickball tournament.

4 Or if you fancy blowing stuff to smithereens, she'll morph you into a bouncing TNT detonator. Just watch you don't blast yourself too.



5 This one's simply fantastic! You can elect to have yourself transformed into a van with a functional hooter, and then run over the assorted nasties you encounter in Witchyworld. Mint!

VOODOO MOVES

Our personal fave Mumbo is back with some eye-popping new skills and a truly shocking magic stick!



1 In Tooie you actually get to take control of the original voodoo wonder and brandish his mighty shock stick. Careful, now.

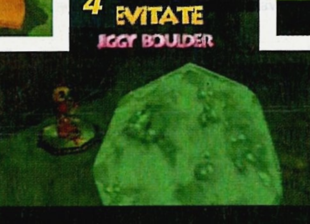
2 Locate Mumbo's special pads to use his powerful magical abilities. Then stand back and watch the impressive results.





3 Here, Mumbo has summoned forth a giant golden statue for you to pilot around, kicking in rocks and doors. Top stuff from the skull-faced wonder.

4 His powers of levitation are almost Jedi-beating. Stand on the Mumbo Pad and lift this boulder into the crusher to find an extra jiggy inside.





5 In the mines you'll come across this massive train. Use Mumbo's magic to lift it back on track so you can fight the boss inside its furnace. This is one of the many glorious sights to behold in Tooie. Fantastic!



△ Cheato's back and is hiding in Grunty's old lair.

◁ Here's a well-aimed red egg in action. Very satisfying indeed.

After years of ogling screenshots and being dragged, kicking and screaming, away from booths at trade shows, we finally decided that we'd had enough. After playing through *Kazooie* for the umpteenth time we just couldn't wait any longer; we were going to pay those cheeky chaps at Rare a little visit. The objective? To sit down and give *Tooie* a damn good going over. Until our thumbs bled.

First, let's get something straight. Anyone who thinks that *Banjo-Kazooie*'s sequel is just going to be another platformer, only bigger and better, has got a surprise in store. True, *Tooie* is indeed bigger – *way* bigger – and, yes, it is *far* superior to its older brother, but that's not all you've got to look forward to. *Banjo-Tooie*, while still a platformer at heart, has morphed into a spine-tinglingly *massive* experience, with a more puzzly nature, that'll need as much brainpower as fingerpower.

From the outset, *B-T* plunges you into familiar territory. Banjo's house is still there, as is the training area surrounding it. You'll spot all your favourite moves and be leaping around like a

Once you have enough jiggies you'll have to race against the clock to complete the puzzle.

Collect Glowbows to exchange for shamen magic.

Mumbo's back and already in strife for spying on Grunty.

The Saucer of Peril experience comes to an end, but we can guarantee you that Rare have far more in store.

MUMBO PLAY WELL. HAS MUCH OF BEAR'S CASH

Mumbo's a bit of a card shark, it seems... Hmmm.

Help Canary Mary escape and she'll aid you on your quest.

More Mumbo-related levitation.

Witchyworld from above. It's visually stunning.

OVER HERE! I NEED

lunatic just as before. But then, just as you're feeling at home, you begin to realise that *Banjo* has grown up.

That's not to say the game's gone all serious on us, oh no: all the wisecracks and side-splitting humour from the original are still evident – if not more so – and everything is still undeniably cute. What we mean is that the *gameplay* has progressed a degree or two.

VISUALS ...crystal clear and unbelievably detailed; another astonishing example of Rare's total mastery of the N64...

Character interaction is at the forefront. Rather than just testing your analogue-twiddling prowess, the emphasis in *B-T* is on exploring, talking and puzzling. You'll soon find yourself in huge landscapes, learning new moves, talking to the various characters you stumble across, and accepting tasks and challenges while you salivate at the jaw-dropping scenery. Take the Mayahem Temple, for example: climb up any one of the towers or mountains that surround you, and simply look down. The view is truly breathtaking – everything's crystal clear and unbelievably detailed; another astonishing example of Rare's total mastery of the N64's power.

Of course, it's not just about looks. Everything in *B-T* is perfectly balanced and you certainly won't get bored. The action's broken up with excellent minigames; *GoldenEye*-style, first-person shooter sections; and some laugh-a-minute cut-scenes.

Rare have also managed to iron out the few little niggles that cropped up in the original game: the camera system is much improved, and there are fewer of the sometimes irritating 'must-find-all-the-notes-and-jiggies' backtracking sections.

Suffice to say, *Tooie* is shaping up to be a monstrous title. Unfortunately, we've got to wait a little while longer – until March – before it reaches the shops. But in the meantime, these gorgeous screenshots should keep your mouths watering in anticipation...

TO BE CONTINUED... Look out for much more on *B-T* over the coming months.



FIRST SHOTS! PIKACHU SPEAKS ENGLISH!



◁ Pika appears to have drunk too much happy juice.

Spot the camouflaged Caterpie in this shot. ▷

△ The icon in the bottom right there indicates when you can talk to Pika.

One of the many sub-quests you must help Pika out with. ▽

△ Oh, let him in... How can you possibly resist that expression?

△ Pika's nightly exercise routine. Aw, bless 'im.

Pikachu waving goodbye. This is sickeningly cute! ▷

◁ Pika's world. There are plenty of places to play.

HEY YOU,

INFO BURST

HEY YOU, PIKACHU	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

ANTICIPATION RATING

Back in issue 42 we revealed that Pika's first solo outing would be translated from Japanese for a US release. Nintendo's coders have spent the last six months explaining the complexities of the English language to the little yellow monster, and by the time you read this, the game should be on sale in America. Cross everything and *we* might get the chance to chat to little Pika in the next few months.

First appearing in Japan way back in December 1998 under the moniker *Pikachu Genki Dechu* (**N64**/25, 75%), this is the first game to make use of Nintendo's highly innovative voice recognition pak – an earphone/microphone device attached to a unit that plugs straight into the N64's controller port.

And nothing appears to have changed during translation. Pressing Z and talking into the microphone allows you to 'speak' to little Pika. You'll have to work your way through a short tutorial before you start so he can get the hang of your voice, but once he's mastered your accent, he's clever enough to recognise simple words and phrases and respond accordingly – displaying a whole range of emotions, from anger through to embarrassment, on his cute yellow face. The little boy icon in the bottom-right corner of the screen shows you when you can talk to Pika, and if he's understood you, an exclamation mark will pop up above his head. If he wants to chat back, you'll see an icon appear on the left of the screen.

VISUALS *It's all looking lovely, with big colourful graphics and plenty of places where Pikachu can play.*

Your job is to befriend the little critter, gain his trust, and then coach him through a series of activities. It's all pretty basic stuff, but plenty of other popular Pokémon crop up along the way. We've seen a sub-quest where you have to help Pika babysit a bunch of little Caterpies, and we've also witnessed a



Dinner time! Looks like Ash's favourite. Baked beans with mini sausages.

Pika spends most of his time gallivanting round the forest.

After a hard day playing in the woods, every Pikachu needs a good night's sleep.

Some beach ball-swapping shenanigans.

Pika's lightning-bolt attack shakes the trees, providing food for the hungry baby Caterpies.

Pika's found an onion! Magnemite will be along in a minute to collect it for the evening's stew.

Pika's bedroom looks like it came straight out of an Ikea catalogue.

PIKACHU sweet talk

Zelda-style fishing game where Pika gleefully hooks a Magikarp. There's also a sub-quest that requires the tiny, red-cheeked funster to collect a selection of vegetables for the evening's stew.

It's all looking lovely, with big, colourful graphics and plenty of places where Pikachu can play. He's got a bedroom, complete with a stereo, cactus plants and a bed bedecked with a star-covered duvet (after a hard day bounding around outside, Pika needs to go there for a nap), and outside the house there's a massive forest with shady glades, flowers and huge tree-stumps. We've also seen a beach, and the pretty lake where Pika goes fishing.

To be honest, what we've witnessed so far suggests that this'll probably only appeal to younger gamers, but it's all unbelievably cute – especially the sound of Pikachu giggling – and if you don't own your own pet, then Pika might well become your new best friend.



TO BE CONTINUED... Expect a review of the American version in the very next issue.



Majora's Marketing



Nintendo plunge millions into Zelda launch.

With new consoles and new games saturating the all-important Christmas market this year, Nintendo have rolled out a huge advertising campaign to ensure that *Zelda: Majora's Mask* – by far the greatest game to be released on *any* system this year – grabs all the attention it deserves.

As we mentioned last month, the publicity began with two hoax websites. The first, Z-Science – the homepage of an organisation called 'JRAMOA', an anagram of you-know-what – purported to have found evidence of the moon steaming towards Earth. Via an online DNA test, it chose 17-year-old Bryce Wilson to save the world by the odd method of playing through to the end of *Majora's Mask*. Meanwhile, the Radio Zelda website kept track of Wilson's progress, and counted down to 'Z-Day' – October 26th, which just happened to be the game's US release date.

Sadly, both of these sites gave the game away somewhat with an on-site disclaimer reassuring people that 'all companies and individuals named are fictional'. A host of related sites, though, reported on approaching Armageddon *without* hinting at their hoaxsome nature – such as Patrick and Meg O'Donnell's 'The End Times', which warned of "Total Annihilation by Lunar Impact!" in inch-high letters, and 'Survive With Binky', hosted by an unhinged survivalist with an 'Urban Survival Course' that guaranteed a happy October 26th.

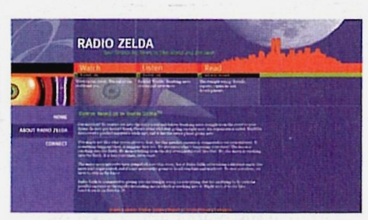


◁ *The TV ads for Majora's Mask stay faithful to the game's often depressingly dark tone.*

Nintendo have since continued the theme with a couple of spectacular TV adverts. The first features shaky camcorder footage of people willing Wilson to avert the catastrophe, to the accompaniment of a worried Radio Zelda DJ ("Good luck. Play hard. Win this one, will ya?"). The second ad is even more impressive – striking images of scared world citizens staring up at the descending moon as Bryce battles to save the Earth. The ads aren't overflowing with footage of the game, but they do a superb job of getting you right in the mood for *Majora's Mask*.

By the time you read this, you'll know whether Nintendo UK brought these superbly put-together commercials to Britain in time for the game's November 17th release date. They'd be fools not to – *Perfect Dark*'s expensive TV ad campaign, booked into the advertising slots between popular programmes such as Channel 4's Big Brother, helped the game sell upwards of half a million copies worldwide during its first few weeks on sale.

WEB LINKS
Z-Science: www.z-science.com
Radio Zelda: www.radiozelda.com
Hogarth's Homepage of Hidden History: www.cryptochronology.org
The End Times: www.theendtimes.net
Survive With Binky: www.binkypinkerson.com



△ *Turn your ear to the sound of the world ending with Radio Zelda.*

▽ *Dr Rugeshi is the head of Z-Science. Try rearranging his surname...*







SHORT CUTS

MONKEY ART

Anyone out there love *Donkey Kong 64*? We thought so. If you just can't get enough of the monkey love, head on over to www.rareware.com for a gander at some lovely new artwork from the creative types at Rare. There's a whole section devoted to the cheeky chimps in a variety of guises. One of our particular favourites at the moment is this fantastic seasonal offering, which we thought tied in very nicely with our Christmas issue...



RESIDIRECT

Fans of top N64 chiller *Resident Evil 2* might be interested to hear that things are coming together for the series' cinematic outing. A director has been found, namely one Paul Anderson, who helmed the videogame-inspired Mortal Kombat movie, and also scared us silly with his sci-fi fright-fest Event Horizon. Seems like the man for the job, then. We're keeping our fingers crossed for some top zombie-themed action.

SEGA LOVES NINTENDO?

Highly mysterious rumours are whizzing around about some kind of joint venture between these two Japanese gaming giants. Sega have announced considerable losses (as have Sony) and, according to Japanese newspaper Asahi, are planning networking-type companies with the Minty Ninty themselves and music producer Tetsuya Komuro. Vewwy intwiguing, as Andrea might say. We'll keep you posted.

Japanese Jo

Perfect Dark *belatedly heads east.*

Buy PD with or without an Expansion Pak.



This Japanese PD box artwork looks more suited to an obscure arthouse movie.

We might constantly bemoan the aeons that it takes Japanese games to arrive in Blighty, but spare a thought for the Japanese themselves – as you read this, they'll have only *just* seen a translated *Perfect Dark* arrive in game stores.

As Andrea explains in this month's Club **64**, Rare have been forced to alter Joanna's hair, make-up and body shape to make the good lady more 'womanly', and the packaging – which you can goggle at on the right – has been radically altered to appeal to the more aesthetically-tuned Japanese market. It doesn't seem to have done much good, though – Famitsu Magazine, the country's videogame bible, awarded the blasting masterpiece just 7/10, citing 'disappointing visuals' and 'confusing controls' as reasons to avoid it.

In fact, *Perfect Dark* faces an uphill struggle against Japanese gamers as a whole, in a country where first-person shooters consistently fail to catch on, and top titles like *Turok* and *GoldenEye* have sunk without trace. So, if you'd like a look at exactly how Nintendo are trying to woo potential *PD* purchasers, follow this link to Nintendo's Japanese website: ***http://www.nintendo.co.jp/n01/n64/software/nus_p_npdj/index.html***

Cube Tales

More Gamecube gossip.

Nintendo themselves maintain their vow of silence on everything Gamecube, but gossip is gathering pace – and includes a rumour that a secret-spilling conference for potential developers is just around the corner.

A late-November date is likely for the Gamecube Developer's Conference, where any interested programming teams can gather to have the next-generation console's spectacular abilities demonstrated by senior Nintendo boffins. A similar conference for the Game Boy Advance took place last year and featured previously unseen game footage – which means developers at the Gamecube event can expect to witness some never-before-seen visuals from Ninty's teensy purple box of tricks.

The most exciting news, though, is that Nintendo plan to hand over a final, fully-tested Gamecube development kit to *anyone* who's interested. As a result, literally *hundreds* of third-parties could well be beavering away on Gamecube games by the end of this year.

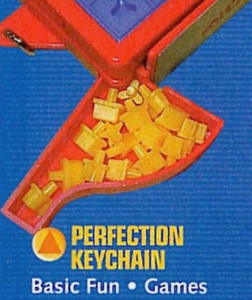
Meanwhile, there are hints that Gamecube could be launched in America for as little as $149, which, based on previous Nintendo form, would translate to a staggeringly low £150 over here. Heart-stopping stuff all round – and we'll have masses more Gamecube news for you next month...





NEW GOODS

in association with WICKED WARE Call them on: 01993 844885









PERFECTION KEYCHAIN

Basic Fun • Games Stores • £3.99

Straight out of the retro-fun zone comes this miniature version of 1980s MB Games favourite, Perfection. The task is to correctly place a variety of uniquely shaped pieces into a tray of corresponding holes before the timer runs out and shoots them out all over the shop – signalling the start of a whole new minigame where you frantically try to scoop up all the pieces before choking the family dog. This would have received a higher score had our version worked properly – it kept spewing the pieces out way before the timer stopped. In full working order it would no doubt make a reasonable stocking-filler. **75%**

ROBOT WARS: BATTLING ROBOTS

Logistix Kids Retail • Games Stores • £9.99

There's nothing we like more than watching two hunks of scrap metal go at it in a fiery death-pit – even without the lovely Philippa presenting – so we were well chuffed when we received these dinky little versions of the House Robots from the brilliant BBC2 series. Okay, so they might be made of plastic and it's doubtful they could take much of a battering, but they're certainly entertaining as you rev 'em up and watch them ram each other and anything else nearby. To get the most out of them, you'll need more than one, but we suggest avoiding Sgt. Bash – it looks like it was painted by a blind baby. **80%**

NINTENDO MINI CLASSICS

Stadlbauer • Games Stores • £7.99-£9.99

Now these are a bit special. Ever since these mini remakes of some Ninty classics arrived, the office has been filled with the sounds of irritating bleeps and clicks. But it's been worth it just to get the chance to tuck into a piece of Ninty history. There are 11 to collect in total, and some are obviously better than others – we like the Mario one best – but get your hands on any of these and you're in for a pleasant step back in time. **90%**

MAGIC: THE GATHERING TRADING CARD GAME (STARTER PACK)

Wizards of the Coast • Games Stores • £6.99

We've had our fair share of trading cards in this month, and Magic: The Gathering is one of our favourites. The cards are beautifully drawn, with a distinctly Tolkien-esque flavour, and the pack also includes a free CD-ROM.



The rules are very complicated so it might take some time to get the hang of the game, but, as usual, perseverance pays off. After the excellent Pokémon trading card game, this is one of the better sets, and if you're a fan of fantasy roleplaying you should definitely seek it out. **94%**

WCW NITRO TCG (TWO-PLAYER STARTER PACK)

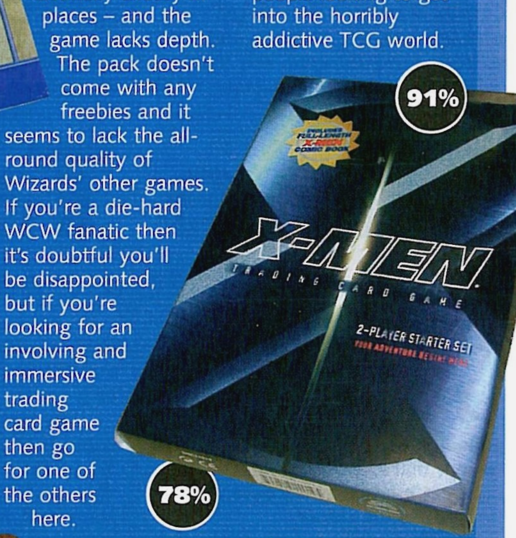
Wizards of the Coast • Games Stores • £7.25

After playing the Magic: The Gathering set, this seems pretty lame. Not as much effort has gone into the look of the cards – they're unintentionally amusing and distinctly cheesy in places – and the game lacks depth. The pack doesn't come with any freebies and it seems to lack the all-round quality of Wizards' other games. If you're a die-hard WCW fanatic then it's doubtful you'll be disappointed, but if you're looking for an involving and immersive trading card game then go for one of the others here. **78%**

X-MEN TCG (TWO-PLAYER STARTER PACK)

Wizards of the Coast • Games Stores • £9.99

Dr Xavier would be proud. This should make anyone happy on a cold Chrimble morning. Granted, it's not as complex as Magic: The Gathering, but it's instantly playable and just as much fun. The cards, while not as lovingly drawn, are true to the comic-book style and the power-ups are excellent. There's also a poster/playmat and a tasty X-Men 'Movie Special' comic book thrown in. Ideal for fans of trading card games and X-Men alike, this is a great introduction for people looking to get into the horribly addictive TCG world. **91%**



WIN! A MINI CLASSIC!

Fancy getting your mitts on an ace bit of Nintendo retroness? Better answer this question, and hope your entry is the one plucked from our pile of correct answers, then…

What type of screen do these palmtop wonders use?
a) CID
b) LCD
c) BSE



Send answers on a postcard or sealed-down envelope to:

Small but perfectly formed Competition, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Your answer must reach us no later than 20th December. And no multiple entries, if you please – we'll just throw them away.

WIN! Turn the page for our regular round-up of Pokèmon-related goodies, plus the chance to win a giant Pichu keyring!

Turn to this page every month for the latest Pokemon news!

Christmas 2000

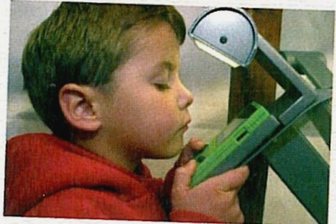
62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

GOLD AND SILVER MAKE A MONSTER PACKET

Monster isn't the word. As expected, total sales of *Gold* and *Silver* in the United States have gone through the roof, with a massive 1.4 million carts shifted after just *one week* in the shops.



◁ *Understandably, more and more people want to get their hands on the awesome Gold & Silver.*

This latest news smashes all previous industry first-week sales records, and strengthens Nintendo's position on the top of the heap: *Pokémon Stadium* is already wiping the floor with all competing software for home consoles in the US, and the handheld market there remains dominated by *Pokémon Yellow* on Game Boy – which held the previous sales record with 600,000 carts snapped up by Pokéfans in its first seven days.

Peter Main, Executive VP of Sales and Marketing at Nintendo of America, says that this is just the beginning: "*Pokémon Gold* and *Silver* will eclipse even those impressive sales totals. We project sales of 10 million units total of these two games in less than six months' time". After that awesome first-week result, we're rather inclined to agree.

△ *More proof that some people just can't get enough Pokémon. Fad? We don't think so...*

Pikachu spotted in orbit!

We kid you not! Dubious as we were that Pika had managed to make the long trek into space, we checked out the NASA website to see if there was any truth in the rumour and, lo and behold, it turned out to be the case. Up there somewhere, there was not just one, but *two* of the li'l yella fellas, orbiting Mother Earth and keeping those lonely Space Shuttle astronauts company.

Belonging to Flight Direction Specialists Bryan Austin and Mayumi Matsuura, the two Pikachus were nestled atop the curiously named 'Capcom' console during the STS-92 mission. Rumour has it that the Hubble Telescope has now been trained on a giant Luigi-shaped gas cloud just off… um… Alpha… er… Centauri… or something (honest).



Pokémon 2000 shares its success

△ *Nintendo share the wealth, making life a little better for those children in care.*

After the unbelievable success of the Pokémon Tour 2000, Nintendo have announced that it plans to donate a share of the proceeds to the Australian charity, Starlight Children's Foundation.

The Starlight Foundation logo. He's a rather cheering chap, eh? ▷

The Starlight Foundation dedicates its resources to helping terminally and seriously ill children enjoy a better life while undergoing treatment for their illnesses. The funding from Nintendo will go a long way to ensure that this worthwhile cause is successfully realised. If you want to learn about the charity and its work visit www.starlight.org.au.

POKÉMON NEW GOODS

YOUR MONTHLY ROUND UP OF ALL THINGS POKÉMON!

GOLD & SILVER BEANIES

Tomy – Japanese Import

After hiding them from the rest of the team following his visit to Spaceworld this year, Mark eventually succumbed to torture and pulled out these tasty Pokétreats from under his desk. And very classy they are too. Soft, cuddly and irresistibly cute, they're made to the highest standard. Rediba and Snubble are a great addition to the office, but it's Pichu who really does it for us. Sadly these are unavailable in the UK at present, but we live in hope of a Blighty release…

93%

POKÉMON STICKER BOOK

Japanese Import

Now *this* is class. It may be small, but this is absolutely chocka with high-quality stickers of every single Pokémon in various different poses. That's all 251 of the little blighters, along with their attacks, trainers and mortal enemies. Compact and beautifully presented, this is quite possibly one of the best Pokémon products ever to grace the **N64** office. If you know *anyone* who's going to Japan for a holiday, beg them to bring you one back.

97%



POKÉMON PIN BADGE

Japanese Import

Again, a Poképroduct of the highest quality. Okay, so it might just be a pin badge that comes in a clear plastic Pokéball, but this is what Pokécollectors' dreams are made of. Our version features Hanekko chilling inside his little plastic case with a cheeky smile on his cute, tomato face – and who could blame him. He's neat, petite, and made of the finest… um… metal, covered with… well, just take it from us – he's well worth your pennies.

89%

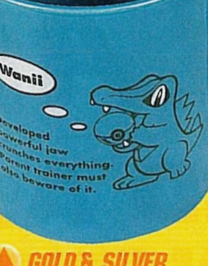


PICHU GIANT KEYRING

Japanese Import

Bit special, this. Mark managed to blag this from Spaceworld by taking part in a Crystal Maze-style ticket grab, and dead chuffed he was too. It's a ridiculously large keyring that, while heavy enough to pull your cord shorts down to your ankles, is bulky enough to ensure that you'll only lose your keys if you're a complete pillock. Obviously very handy in itself, this chunk of metal's crowning achievement is the sprightly Pichu adorning its exterior. We've no idea how to get another one of these, so Mark has kindly donated it as a competition prize. Cheers, Greener.

81%



GOLD & SILVER MUG

Japanese Import

What better way to hoover up your morning caffeine hit than from this fetching blue Wanii mug? Well, actually, it would be a little bit nicer if it wasn't so damn *blue*. Initially, we thought this was going to be one of those 'boiling-water-makes-it-change'-type affairs, but after three long hours of us staring at the steaming blue wonder it… um… well, stayed just as blue you can see above. Pretty bland stuff, we're afraid to say, and a bit of a disappointment. Still, can't have everything now, can you?

79%

FLUFFY UPAA TEDDY

Japanese Import

Wha-hey! More fluffy Pokémon. What on earth can we say about this? It's small, it's blue, it's fluffy and it's Upaa shaped. Not really that desirable unless you're a raving-mad Upaa fanatic – which explains Mark's devotion to the little fella – or want it as part of a full Pokémon figure collection.

Granted, he's cute, but they're *all* cute and, to be honest, there's only so much cuteness any one office can handle. We were tempted to stamp on it – to check for defects you understand – but then Mark started to weep uncontrollably, so we guess it must have something going for it, then!



80%

WIN! PICHU KEYRING!

Mark has kindly donated this Spaceworld rarity from his Eastern travels, and it's up for grabs if you can answer this rather tricky question…

Which of these is *not* a town/city in the Japanese version of *Gold* and *Silver*?

a) Yamabuki City
b) Nokocchi Town
c) Wakaba Town



The first lucky reader to have their correct answer pulled from our bulging sack will be sent this top-class Japanese import.

Answers on a postcard to:

I wanna piece of Spaceworld! N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

All entries must reach us by 20th December.



QUICK JUMP TO ▶ OGRE BATTLE p20 POKÉMON STADIUM GOLD/SILVER p23 EAR TO THE GROUND p23

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

WCW Backstage Assault

EA bring us brawling outside of the ring...

The superb *WWF No Mercy* (reviewed on page 64) features its fair share of backstage battling, but EA's new rassler – developed by the team who brought us *WCW Mayhem* – is totally devoted to bouts *outside* the ring.

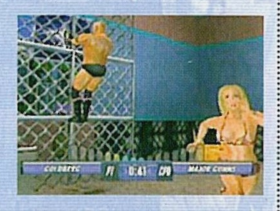
No-ring means no referee, and in *Backstage Assault* the rules are certainly out the window. Players can grab any of the objects scattered around the seven different environments and hurl them at their opponent, and it's even possible to rip potential battering tools off the wall – urinals anyone?

Cleverly, different weapons cause different levels of damage – hurl a wooden crate and your foe might stagger a little, but batter him with a spiked baton and he'll really feel the pain.

With 50 WCW wrestlers, including the ladies, a Create-a-Superstar mode and a heap of special exhibition matches, this is shaping up to be a real rassling treat. More news just as soon as we get it.

Q & A

So where do you get to fight?
Of the seven arenas in Backstage Assault, so far we've seen a locker room, a truck park, an exercise room, a boiler room and a bathroom. All equipped with plenty of potential weaponry.



Which you can just rip off the wall and hurl at your opponent's bonce?
Yep. But that's not all. If you pull a urinal off the wall, for instance, you'll be left with a slippery puddle of water on the floor. And if your opponent chooses to toss an electrical wire into that water, you'll fry. Nasty.

INFO BURST

WCW BACKSTAGE ASSAULT	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	TBA	TBA

ANTICIPATION RATING: 4/5



△ Some bathroom-based urinal swinging. This could be painful.

There are over 30 options to twiddle with if you fancy having a go at creating your own meathead. ▷



△ "Hold still now – that's right – and I should be able to balance this black box just there."



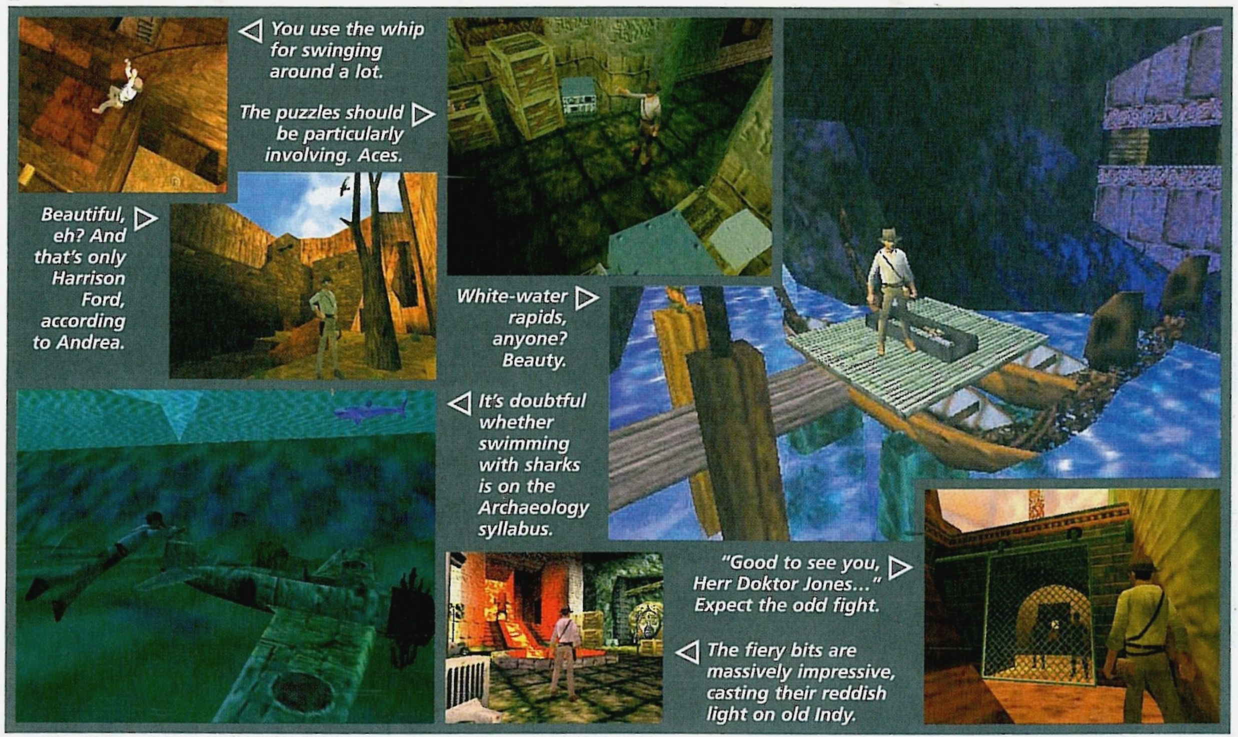
△ If she leaps far enough she should land right on his shoulders. Nicely!



△ Strange overhead view, here. Looks like red catsuit-clad man's in trouble...

◁ Night after night, they spent hours practising Steps' new dance routine.





You use the whip for swinging around a lot.

The puzzles should be particularly involving. Aces.

Beautiful, eh? And that's only Harrison Ford, according to Andrea.

White-water rapids, anyone? Beauty.

It's doubtful whether swimming with sharks is on the Archaeology syllabus.

"Good to see you, Herr Doktor Jones..." Expect the odd fight.

The fiery bits are massively impressive, casting their reddish light on old Indy.

Indiana Jones and the Infernal Machine

The original tomb raider leaps onto the N64.

After first getting our hands on the good doctor at E3, we've managed to find a batch of new screenshots which confirm that *Indy* is looking crisper than Ms Ball after a sun-drenched holiday to foreign parts.

The story follows the style set by the films, and has CIA agent Sophia Hapgood warning Indy that the Soviet scientist, Gennadi Volodnikov, is nosing around the site of the Tower of Babel for bits of a portal to another dimension. And, in the goodly tradition of gaming, it's up to you to stop the evil Soviet by collecting the portal's numerous parts before him. All very *Tomb Raider*, only if all goes to plan, *Indiana Jones* should better the busty Croft girl.

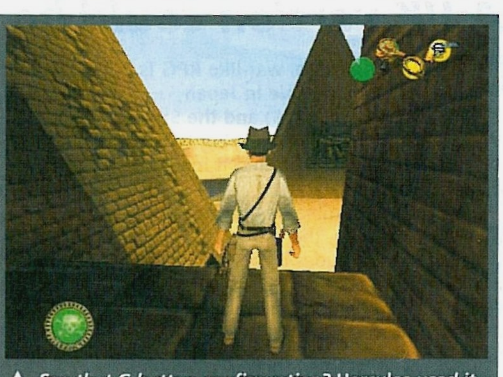
The C-buttons handle items and weaponry à la *Zelda*, and the Z-targeting is also reminiscent of Miyamoto's masterpiece. Recent disappointment *Hercules* (**N64**/48, 66%) employed the same techniques with limited success, but *Indy*'s developers Factor 5 have a much better reputation for quality gameplay.

You'll troll around a variety of huge locations – as these screenshots show – battling an equally impressive range of foes and collecting all the hidden diamonds and gems. We're particularly intrigued by the game's special action sequences: there's the ubiquitous minecart ride; a chase section where everyone gets to drive Jeeps; and some rafting through white-water rapids. Top!

Indiana Jones and the Infernal Machine should hit American shelves before Christmas, so expect an import review very soon.



Top-hole stuff indeed, by the looks of it. The little fairy-boy never managed to get round to this now, did he?



See that C-button configuration? Hercules used it recently, and it's a clear descendant of Ocarina of Time. If you didn't know this, be ashamed.

Q & A

But the PC game was rubbish.

You're right – its clunky movement and crap collision detection were met with considerable derision. Happily, it looks like the analogue stick and Z-targeting system have taken care of these shortcomings. We'll know for sure in the review.

Plenty of weapons?

Yup. Apart from Indy's trusty bullwhip, we're looking forward to trying out (in increasing order of explosiveness) a pistol, a machine gun, grenades, a bazooka and satchel charges just like the ones in Half-Life on PC and Dreamcast.



Looks good. How does it sound?

With Factor 5 at the helm, it'll be nothing less than superb. They're the folk behind Rogue Squadron and other lovely-sounding efforts. Hopefully some rousing Lucas-esque strings and excellently meaty effects could be on the way.

Harrison Ford isn't on board, then?

No, since he'd cost more than the project's entire budget. Still, expect a great script packed with wisecracks and flirtatious comments.

INFO BURST

INDIANA JONES

FROM:	LucasArts
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	TBA	TBA

ANTICIPATION RATING

GO! GO!

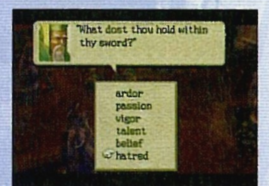


Q & A

Why has it come along so late?
Making a game so splendidly chock-full of gubbins has taken the developers a full three years, not counting translation. Its SNES counterpart, Tactics Ogre was similarly late for the party.



Is there lots of mystical stuff?
Oh yes. At the beginning you're asked which aspects of life and which gods you favour, plus a load of probing moral questions. Your answers will dictate the overall progression of the story. Crazy.



Does it work with a Passport cartridge?
We tried it with a pretty aged one, and it didn't. Sorry.

Looking good, is it?
Certainly is. It's just a shame that we couldn't get our hands on it a year ago. Still, best things, waits, and all that...



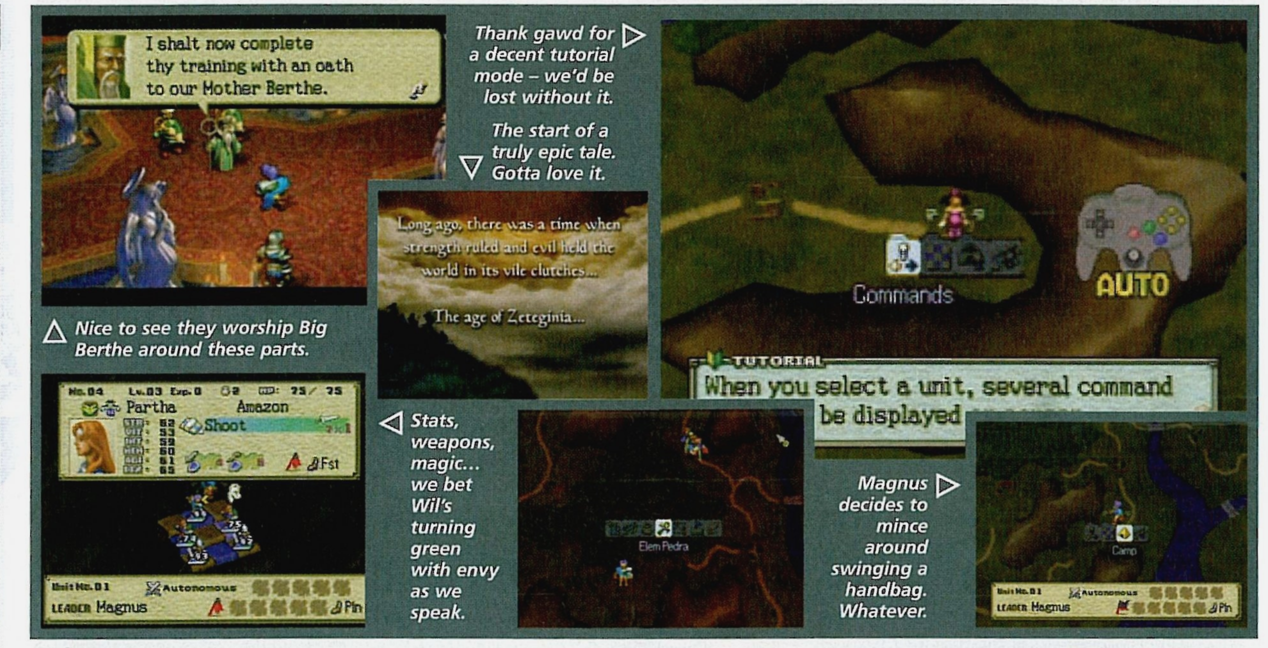
INFO BURST

OGRE BATTLE 64	
FROM:	Atlus
CART SIZE:	320Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

ANTICIPATION RATING



Thank gawd for a decent tutorial mode – we'd be lost without it.

The start of a truly epic tale. Gotta love it.

Nice to see they worship Big Berthe around these parts.

Stats, weapons, magic... we bet Wil's turning green with envy as we speak.

Magnus decides to mince around swinging a handbag. Whatever.

Ogre Battle

Person of Lordly Calibre

A UK version could be marching this way...

This first-rate, war-like RPG is already on sale in Japan (N64/34, 82%) and the States, and we're just praying to the Person of Lordly Calibre that it makes it onto UK shores.

From your humble beginnings as an academy graduate, the subtle and textured story includes betrayal, intrigue and high-level politics. But that's just a sideline to the entirely menu-driven action, which is by no means dull. And you don't need to be nimble to allocate equipment, form units of several characters, and send them off into skirmishes with the enemy.

Some enormous cut-scenes of *Final Fantasy* standards lead you gently into the art of directing dozens of groups at once, and juggling formation, equipment and tactical instructions like 'attack leader' or 'leg it'. A meter builds up during combat, allowing you to unleash special manoeuvres or powerful magic.

Ogre Battle is about as far as you can get from a post-pub finger-masher – you can expect to spend hours worrying over who should get your new upgraded shield and trying not to lose sight of the master plan. Also, its fairly adult themes will ensure that if the game *does* get a release on these shores, it'll come with an age-rating.

For more specific details about *Ogre Battle*, check out our exhaustive review of the US version in the very next issue.



There's so much chat our eyes bled. Though we did like this aged brainiac.

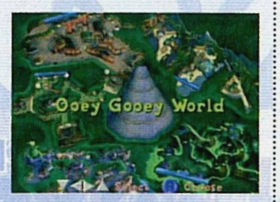
How you place your men affects your success in combat. Choose wisely, human.

Aw, bless. These wee poppets hack the big N logo out of a block of stone. Then leg it.

Q & A

Presumably it'll be authentic.
Yup. Music, sound, voice actors – it's all there. And that even includes an all-new character called Kimi who features in the forthcoming film.

Tell me more about one of the games.
Oh, alright then. We played one where you roll these balls up an alley (much like bowling), but they bounce about and go in different holes depending on how accurate you are. And that determines your score.



The last Rugrats game wasn't that good, was it?
Umm, no. We reviewed Rugrats Treasure Hunt *back in issue 33 and lamented its mind-numbingly dull gameplay and horribly robotic animation. It looks like this will end up being much better.*

So, is *Rugrats in Paris* really just for younger gamers?
Although the title looks solidly put-together, and will have some lasting value, if your age reaches into double figures you might want to think twice.

INFO BURST

RUGRATS IN PARIS

FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?



US	UK	Japan
Now	March	TBA

ANTICIPATION RATING





Bowlin', bowlin', bowlin', keep 'em babies bowlin'... Rawhide!

You'll come across puzzle squares in each area.

Thank the heavens Angelica isn't available as a character.

You take turns instead of playing all at once.

It would be quite easy to get lost without the map. Bit like real theme parks, then.

The monorail links all of the park's sections. The babbers ride alone, though.

Rugrats in Paris

Second time Chucky?

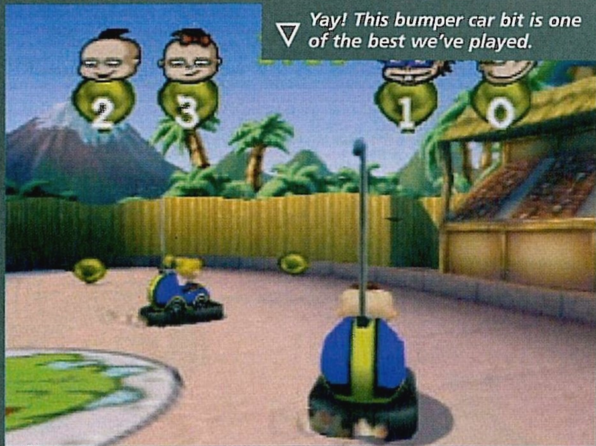
To tie in with next April's animated movie of the same name, THQ are bringing *Rugrats in Paris* to the N64. We first had a quick fiddle with Chucky and pals at the ECTS games show, and it's a simple hybrid of minigames and mild-mannered platformy exploration.

The main bit of the game is a viewed-from-behind third-person effort, and it's a simple matter of strolling around an amusement park collecting tokens and so on. Red tokens are scattered around at random and collecting them lets you buy goodies from a shop. Follow the signs to the rides and things get a bit more lively. There are 16 minigames – and an as yet unspecified number of extras – and they're all mini versions of familiar fairground favourites: Baseball Toss sees you lobbing balls at various targets, while Reptar Bumper Cars requires you to drive around in, um, Reptar bumper cars.

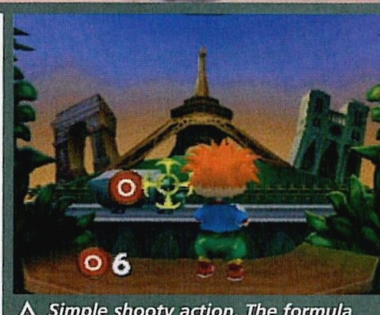
Completing the minigames earns you a gold token and you'll need 16 of these to purchase the Cyber Helmet necessary to defeat end-of-game boss Reptar.

Actually exploring the park and finding its many rides looks like it should be fairly entertaining. We really like the idea of chuntering about, nosing through food stands and following signs to rides.

As you can see from these shots, it's all bright and colourful, and in keeping with the cartoons. We'll update you on the game's progress over the coming months. N



Yay! This bumper car bit is one of the best we've played.



Simple shooty action. The formula works, so why change it?



We're not sure who she is. Or why there's an alarm clock perched on a cloud. Any ideas, anyone?

Rediba squares up to Herakurosa. Mark's a big fan of Rediba. There's a small cuddly version next to his computer.

Flower-headed Kereihana prepares to do battle.

Pokémon Stadium Gold/Silver

The battle's getting bigger!

Pokémon Gold and Silver on Game Boy are currently storming off the shelves in the US, and we've unearthed some more screenshots of the N64 add-on that'll let you battle the 100 new monsters in glorious 3D.

If you've played the original, then this'll all be familiar stuff: the control system's exactly the same, and looks-wise, apart from a pile of new ripple, glow and shockwave effects, there's not *that* much difference.

There are a few new modes though. 'My Room' allows players to compete against each other to collect stuff that's then stored in each monster's 3D room. And there are a heap of new minigames, too, including a Pokémon counting game and a *Sprint*-style racing game starring the mighty Donfan.

If you're a Pokéfan, this is obviously an essential purchase, but, like the first game, you'll get the most fun out of it if you've got *Pokémon Gold* or *Silver* on Game Boy. More when we get our hands on the finished Japanese version in a few issues' time.



One of the slew of new minigames, featuring the slightly overweight Clefairy.

Q & A

So is *Pokémon Stadium Gold/Silver* only compatible with *Pokémon Gold* and *Silver* on Game Boy?
Certainly not. You can battle monsters you've trained up in Red, Blue and Yellow in Stadium Gold/Silver. And the game will be compatible with the upcoming Pokémon Crystal too.



Blimey! That's a lot of Pokémon you're talking about...
Indeed. And to stop things getting confusing, each Pokémon you take into battle will be named after the Game Boy game it came from. So, if you've trained up Snorlax in Red, then in Stadium Gold/Silver he'll be called Red Snorlax. Clever, eh?

Anything else?
Well, all the old Pokémon have been given spangly new animations and it's all a lot smoother, so the fights look even more convincing. You never actually saw the monsters touch each other in Stadium, but that's far less of a problem in this new and improved version. The camera's been updated to give a spine-tingling view of the Pokémon laying into each other, too.

INFO BURST

STADIUM GOLD/SILVER	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Dec

ANTICIPATION RATING

AN EAR TO THE GROUND

Sorry to start on a bum note, but we've finally discovered what happened to **Fire Emblem**, which had a successful predecessor on the SNES. Shigeru Miyamoto once hinted that it would appear as a 64DD title, but since the add-on's demise, nothing's been revealed. We can now confirm that the game's been cancelled on N64, but *will* appear – as *Shrine of Fire Emblem* – on Game Boy Advance.

Release-date slippage from **Roswell Conspiracies**, Red Storm's intriguing third-person action adventure. A firm date hasn't yet been set, but we know it'll closely coincide with the release of the animated series that inspired it.



Turok creator, David Dienstbier, has let slip that: "GBA is actually at the top of my most anticipated systems list". He refused to comment on a Gamecube *Turok* game, but it seems likely to us...

Director of Nintendo in Japan, Hiroshi Imanishi, has been talking to US-based Core Magazine about how easy Gamecube is to develop for. He revealed that game development might only take six months to a year – N64 games normally take a good 18 months, so that's jolly good news.

Updates to Nintendo's release dates in the States bring mixed news. **Conker's Bad Fur Day** is now scheduled to appear in the US on 5th March, although it's still down for February in the UK. And **Paper Mario** – down for the first half of 2001 here – has been penned in for 5th February in the States. Slightly more worryingly, **Eternal Darkness** (also due out in February here) *and* **Dinosaur Planet** (scheduled for release here in the first half of next year) have disappeared completely. It still seems likely that *Eternal Darkness* will appear fairly early on next year, but there's speculation that *Dinosaur Planet* may be converted into a Gamecube title. Let's hope we don't have to wait that long...



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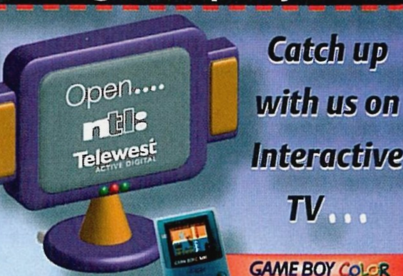
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NINTENDO64 GAMES

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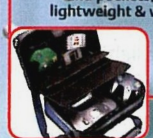
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PERIPHERAL VISION

Your N64's expecting a Christmas present this year, too.

by Mark Green

It's not just cartridges that plug into the N64 and Game Boy. With the help of the plethora of add-on controllers, light magnifiers, cheat carts, rumble paks and steering wheels out there, your console's capabilities can be enhanced beyond your wildest dreams – and often for as little as the price of a CD single.

So, whether you've pocketed a tidy Christmas bonus from work, or received a cardful of notes from a senile granny or granddad, now's the perfect time to adorn your console with all manner of attractive accessories. We've put every product through its paces to help you choose, and come up with some surprising results. Read on...

FLEXILIGHTS

Spiro Light ● Joytech ● £7.99

Nice: The sparkly sky-blue colour scheme is gorgeous, and the crystal-clear white light illuminates the entire Game Boy screen perfectly.

Nasty: A clumsy lamp body, and the stubborn lead makes twisting tricky. You really have to wrench the connector in, too, which worries us.

Overall: Lovely stuff, and – at long last – a non-purple Game Boy add-on. ●●●●

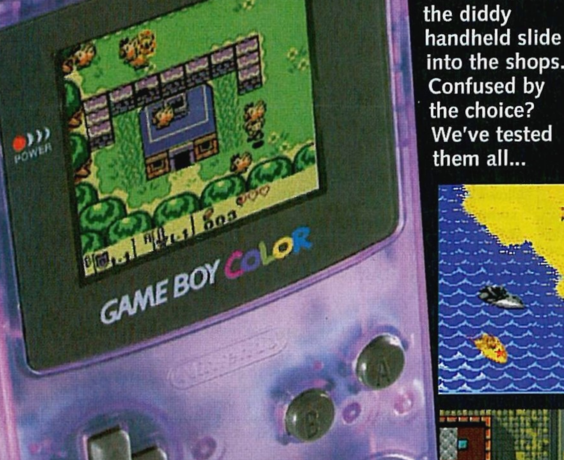
N64 MAGAZINE AWARD

Or...

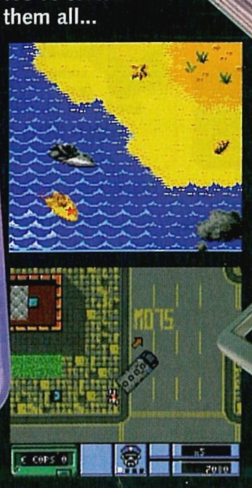
FlexiLight ● Blaze ● £4.99.

An easily-twistable cord, and dead cheap, but Joytech's seems brighter. ●●●●

GAME BOY



Thanks to *Pokémon*, it's boom time for Game Boy, as an avalanche of bolt-on bits and bobs for the diddy handheld slide into the shops. Confused by the choice? We've tested them all...





N64 MAGAZINE AWARD

LIGHT MAGNIFIERS

Pro Light Magnifier Blaze ● £6.99

Nice: Retina-frazzling lights on each side make playing under the bed a breeze, and it features a neat flat-folding body.

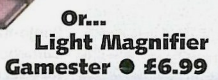
Nasty: It's flimsier than the Gamester model, with a tendency to wobble on particularly fast trains. Don't expect *massive* magnification, either.

Overall: Gives Gamester's magnifier a kicking, but we'd have preferred an even bigger screen. ●●●●

Or...

Light Magnifier Gamester ● £6.99

Satisfyingly chunky, but the dim lamps successfully leave the top half of the screen in the dark. ●●



Light Magnifier Logic 3 ● £5.99

Two powerful side-mounted lamps for night-time illumination, but lacks the flat-folding feature. ●●





SOUND BOOSTERS

Sound Box ● Joytech ● £4.99
Nice: Slots straight into the Phones socket and certainly does its job – at top volume, this almost blew our eardrums to pieces.
Nasty: There's a nasty, non-stop buzzing from the speakers, and at maximum boost the distortion is simply too much to take. And do you *really* need your Game Boy at pneumatic-drill volume?
Overall: Put simply, this is almost *too* loud. ● ● ●

Or...
Rumbapak ● Wild Things ● £9.99
More sensible – if muffled – boosting than the Joytech, but the rumble function is worthless. ● ●

POWER SUPPLIES

Recharger & Adaptor Wild Things ● £12.99
An 'all-in-one' design that slots straight into the battery compartment, rechargeable up to 500 times. Only seven hours play per charge, though. ● ● ● ●

Or...
AC Adaptor ● Blaze ● £4.99
No problems, and a pleasantly long lead. ● ● ● ●
Battery Pack & Adaptor Joytech ● £12.99
You can charge while playing. ● ● ●

KITS

Gamer Pack Madcatz ● £19.99
The only Travel Bag with enough room for the Game Boy Printer, plus the included link cable, headphones (in their own protective case), and light magnifier. And batteries come with it too. Mint. ● ● ● ● ●

Or...
Travel Kit ● Gamester ● £14.99
A link cable, two pairs of headphones and a power lead that's able to plug into a car lighter. ● ● ● ●
Action Pack ● Joytech ● £19.99
The lot – carry case, rechargeable batteries, AC adaptor, link cable and light magnifier. ● ● ● ●
Utility Pack ● Logic 3 ● £19.99
Jam-packed with rechargeable batteries, light screen, headphones, link cable and AC adaptor. Pretty. ● ● ● ●
Essentials Gamester ● £14.99
A horrid gold and orange carry case with battery pack and mains adaptor. Also available with bum bag. ● ● ●

CARRY CASES



Pokémon Carrying Case Planet ● £12.99
Nice: Lots going on here, with room for a Game Boy, eight games, trading cards and heaps more. And look – Pokémon!
Nasty: The embroidered Meowth, Pikachu and Blastoise are a little fuzzy, and the weedy shoulder strap doesn't help make this the year's most fashionable accessory.
Overall: If you can't be without your Game Boy, this is most definitely your man. ● ● ● ●

Or...
Travel Case Planet ● £9.99
A stylish black version of the Pokémon Carrying Case, but *ever so slightly* smaller. ● ● ● ●
Carrying Case Planet ● £9.99
Rigidly stores a Game Boy, headphones and a link cable, with foam pads to protect up to six carts. ● ● ● ●
Pokémon Pouch ● Planet ● £9.99
The Game Boy nestles neatly inside the plastic pouch, but not much room for games or cables. ● ● ●
Handy Case Logic 3 ● £4.99
Flimsier than the Pokémon Pouch, but with a bonus pocket on the outside. Available in five colours. ● ● ●
Wallet ● Gamester ● £5.99
Meaty protection for the Game Boy, but room for just two games. ● ● ●
Carry Pouch Wild Things ● £6.99
The leather here gets in the way of the buttons. And is real leather humane? ● ●
My Organiser Logic 3 ● £9.99
Horrible. Plenty of room, but we don't fancy carrying this around town. ●

LINK CABLES

Game Boy Link Cable Wild Things ● £6.99
As expected, works with any Game Boy – and, centimetre for centimetre, it stretches further than Gamester's lead. ● ● ● ●

Or...
Link Lead Gamester ● £5.99
Darker, and prettier than Wild Things' cable. ● ● ●
Link Cable Logic 3 ● £4.99
Visibly nastier than the others. ● ●

ALSO...

Game Case Logic 3 ● £2.99
Yay! It's the return of the plastic Game Boy cart cases that big bad Nintendo abandoned. They're overpriced, but we can't resist them. ● ● ● ● ●



WIN! GAME BOY CAR KITS

Donning white beards and stuffing a cushion up their jumpers, the folk at Wild Things have gone all Santa Claus on us this month, and donated three Game Boy Car Kits to give away. Each is worth £14.99, and includes a Firefly, carry bag, cigar plug adaptor and earphones. Fancy that? Then answer this question:
Which of these is a wild thing?
a) A pet kitten
b) A gorilla
c) A house plant
Send your answer off to:
Born to be Wild, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. Closing date is 20th December, and the first three correct answers out of the bag win the Car Kits. Yes!





N64

The N64's peripheral catalogue is fairly slim, as third-party manufacturers tire of trying to better Nintendo's unbeatable controllers, memory cards and rumble paks. What there is, though, we've tested to destruction…

JOYPADS

Mirage Pad Wild Things ● £17.99

Nice: The Z button is acceptable, and the chunky middle prong makes it easy to hang onto the pad. There's a nice 'dip' on the top of the stick that perfectly accommodates your thumb, too…

Nasty: …which came unstuck within five minutes, revealing a stick that's *suspiciously similar* to the one on Nintendo's own pad. Horribly, the L and R buttons are vertically levered, and the A and B buttons are too high to get your thumb to comfortably. To round it all off, there's a nasty circular D-pad.

Overall: The ugliest thing we've ever seen, but not *all* that bad. ● ● ●



RUMBLE PAKS

Shockwave Datel ● £24.99

N64 MAGAZINE AWARD

Nice: It's a combined rumble pak and 1Mb controller pak, so it's a fond farewell to all that tedious swapping. Plus, it doesn't need batteries.

Nasty: Claims to rumble with *any* game, but its technique for non RP-intended titles – jiggling in time with bass-heavy sound effects – makes for frustratingly random results.

Overall: Good stuff, but the price will have you in tears. ● ● ● ●



Jolt Pak ● Joytech ● £7.99 & Vibration Memory Pack Logic 3 ● £6.99

Nice: These two are all but identical, with rumble and memory capabilities combined in each.

Nasty: Requires those fiddly AAA batteries, *and* uses the old-fashioned 'bank switching', so you have to flick a knob to get to the page of memory you want. 'Variable' rumbling, too? Rubbish.

Overall: Suffers against the Shockwave, but at least it's cheap. ● ● ●

Vibra Pak with 1Mb memory Wild Things ● £9.99



Nice: No batteries required, and the hefty 1Mb of memory is purely optional. The transparent case and red-and-yellow LEDs are mighty purdy, too.

Nasty: Features the same bank-switching memory nonsense as the Jolt Pak, and the 'rumble' is more of a weak shiver. Fiddly switches on the 1Mb version don't help.

Overall: Attractive, but bank-switching is just so *passé*. ● ● ●

STEERING WHEELS

Top Drive Plus ● Logic 3 ● £49.99

N64 MAGAZINE AWARD

Nice: A much lighter feel than Gamester's wheel makes this extremely pleasant to use. Precision steering at high speeds is a cinch.

Nasty: It's designed for PlayStation use, too, so the buttons aren't labelled, and the C-buttons are scattered all over the shop. The light, flimsy pedals aren't quite as satisfying as Gamester's, either.

Overall: Purists might scoff, but the Top Drive Plus makes driving a pleasure. ● ● ● ●

Gamester Wheel ● Gamester ● £49.99

Nice: A pleasingly weighty wheel, this, and the coloured buttons are easy on the eye. The in-built rumble function is surprisingly powerful.

Nasty: Even with the add-on table clamps, it's really hard work turning this wheel, making it horribly tricky to steer. And the system for altering pedal and button functions is fiddly.

Overall: Not bad, but you'll be sweating buckets in an effort to take tight corners. ● ● ●



Gamester Basic ● Gamester £14.99

Nice: A fairly nice Z button, we suppose, and the analogue stick is just about acceptable, if a little loose. The A, B and C buttons are all but identical to those on the official pad.

Nasty: Bit of a Start button mishap – it's been moved over to the left to make way for the Gamester logo, making it difficult to locate under pressure. The stick was wonky on ours, so pushing hard to the right had the same effect as pressing slightly to the left. Oh, and there's some needless 'Slow' button nonsense.

Overall: The closest in design to the official pad, but still no great shakes. ●●●



CONTACTS

Blaze: 01302 325225
Datel: 0845 6010015
Gamester: 01992 503133
Joytech: 0800 389 9647
Logic 3: 020 8902 2211
Planet/Mad Catz: Don't sell direct to the public but you should find their products in any good games store. 01992 503133
Wild Things: 029 2075 5774

64 Controller ● Logic 3 ● £12.99

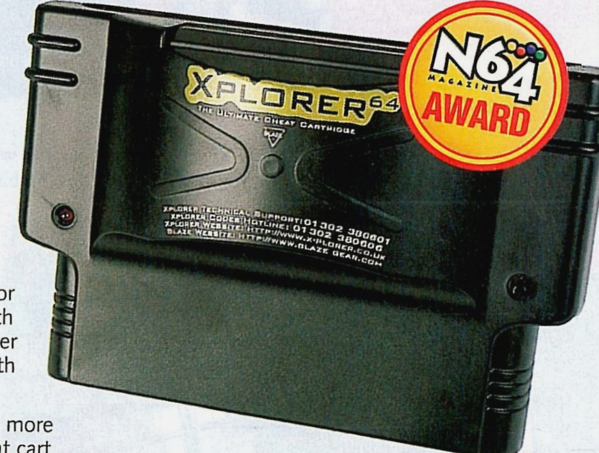
Nice: The blood-red colour and angular design make this a real looker, and the nicely rounded buttons offer pleasant feedback. The analogue's a little on the sticky side, mind.

Nasty: The spiky non-prongs mean there's nothing to grip, and what's happened to that Start button? The analogue stick's 'well' is far too big, making it a real struggle to push it all the way, and the L and R buttons are levered the *wrong way*. Also: a wobbly circular D-pad and a useless 'Slow' function.

Overall: No thanks. ●●

CHEAT CARTS

Xplorer 64 Blaze ● £34.99



Nice: Updated more often than Datel's Equalizer, and works with Datel codes as well as Blaze's own. You can fetch new codes from a regularly-updated website or a telephone helpline, as with the Equalizer, but the Xplorer works more successfully with recent games.

Nasty: A hefty ten pounds more expensive than Datel's cheat cart.

Overall: Brilliant stuff, but at a price. If you've got the extra tenner to spare, it won't be wasted on this. ●●●●●

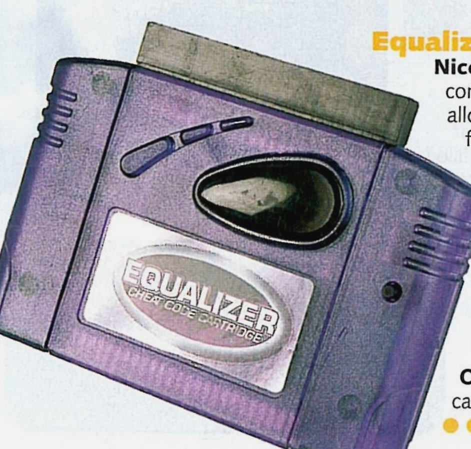
MEMORY PAKS

Memory Card Logic 3 ● £5.99

Horribly old-fashioned. A single button switches between four different memory banks of 256K, with no display to tell you which you've chosen. ●●

Memory Card Plus Joytech ● £5.99

We had no real problems with this until we spotted the small sticker on the back – it uses a replaceable battery, for Pete's sake. Get it out of our sight. ●



Equalizer ● Datel ● £24.99

Nice: A tremendously powerful cheat cart that comes loaded with hundreds of cheats, *and* allows you to generate your own. Bonus features include the ability to fiddle with the N64's memory, examine saved games, and take a sneaky peek at stored game visuals.

Nasty: Still a bit pricey, and it won't work with the very latest games – you'll need to wait for the next version of the Equalizer for that.

Overall: Strapped for cash? This is your man. ●●●●●

WIN! TOP DRIVE PLUS WHEEL

The busy little elves at Logic 3 have been manufacturing Top Drive Plus wheels for Father Christmas to deliver to *good* little children – but they've accidentally made one too many. This could be yours if you answer this simple question correctly:

The wheels on the bus do what?
a) Fall off
b) Go round and round
c) Burst

Send your answer to: **Wheel of Fortune, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** Closing date is 20th December, and the first correct answer out of the sack wins.



N64 BUYERS' GUIDE

With all that money rolling in from long-forgotten aunties and uncles, why not maximise the power of your cash with a batch of cut-price N64 games? Such as these...

VIRGIN MEGASTORES

You'll find a bulging display of N64 games at these colossal entertainment emporiums, and a host of special offers crying out for your cash.

BEST BARGAIN!

Top Gear Rally 2

An **N64** Star Game, as it quite rightly proclaims on the box, and one of the best – and toughest – racers you can buy. Just £14.99. Lumme!





Jet Force Gemini

As part of a 'two for £40' offer, you can own Rare's 93%-rated shooter for just 20 smackers, along with the stunning *Ridge Racer 64*.





F-Zero X

A brand-new copy of the N64's finest futuristic racer, and just look at the price – a staggering £9.99. Excuse us while we leap for joy.

Verdict:
Fewer bargains than EB or HMV, but with recent, decent games like ***Turok: Rage Wars*** and ***Gauntlet Legends*** at under £20, it's well worth a look.
Bargain rating: 3/5

COMPUTER EXCHANGE

While the CEX chain is based in London, you can also contact them by phone (020 7636 2666), or via their website at www.cex.co.uk. It'll be worth it...

BEST BARGAIN!

The New Tetris

The only non-Game Boy version of *Tetris* worth playing, and, for some reason, it's just £5. Yes, £5. An essential purchase.



Hydro Thunder

This superb watery racer – coded by the folk behind this month's *The World is Not Enough* – can be yours for just £15. Whoop!

Yoshi's Story

Yes, it's the Japanese version, but at just £5, it's cheap even when bought with the NTSC converter you'll need to play it. Incredible.



Verdict:
Whether you're after PAL or import games, you'll find bargain after bargain in CEX's colossal N64 section – and, worryingly, the staff know more about games than we do!
Bargain rating: 5/5

HMV

There's a sale on at His Master's Voice, but only while stock lasts, so you'll have to be quick to get your shivering hands on bargains like these.

BEST BARGAIN!

Worms Armageddon

Kittsy's favourite cartful of worm-smacking multiplayer goodness is yours for a nonsensical £9.99 – that's 75% off the usual price.

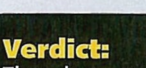


Turok: Rage Wars

Wash away the taste left by the disappointing *Turok 3: Shadow of Oblivion* with this splendid bot-filled first-person shooter, and it's a snip at just £9.99.

Quake II

Originally on sale for £35, HMV have knocked a whopping 15 quid off to bring you this 90%-rated blaster at just £19.99. Yay!



Verdict:
The sale means tons of bargains – the underrated ***Loderunner 64*** was just £9.99 – but with limited stocks you'd best get a move on.
Bargain rating: 4/5

ELECTRONICS BOUTIQUE

Hardly a colossal range of games – their sister chain GAME is a better bet for a wider choice – but, thanks to the pre-owned section, there are cheap games all over the shop. Literally.

BEST BARGAIN!

Shadowman
Look at this beauty! At least 60 hours of moody voodoo gameplay, with an irresistible £24.99 price tag.



1080° Snowboarding
Superlative snow-based antics from the team behind *Wave Race* – and, brand new, it'll remove just £14.99 from your wallet. Nice.



Michael Owen's WLS 2000
If you fancy something a little different from *ISS*, this perfectly respectable footy game is just £9.99. Goal!

Verdict:
Every pre-owned game in Electronics Boutique comes 'nearly-new' – 100% guaranteed to work, and complete with the instruction booklet. Great stuff.
Bargain rating: 5/5

E-PLAY

Only a few of these stores exist – you'll find them in Bath, Staines and elsewhere – but they've got bargains aplenty in the run-up to Christmas.

BEST BARGAIN!

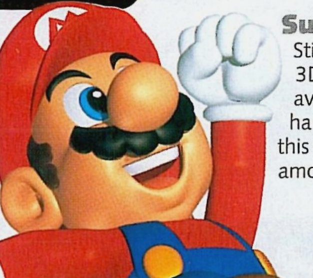
Zelda: Ocarina of Time
If *Majora's Mask* has whetted your appetite for Zelda-based action, you can take the original, *Ocarina of Time*, home for just £24.99.

Super Mario 64
Still stunning, Shigsy's 3D masterpiece is available as a second-hand purchase for – get this – just £11.99. Get amongst it, as they say.

World Driver Championship
It's knocking on a bit, but *World Driver* is still one of the N64's best racers, and at just £19.99, you can't afford *not* to buy it.



Verdict:
There are some staggering savings in E-Play's second-hand section – *Raguka Kids* at £9.99, *Fighters Destiny* for £11.99 – and new titles are discounted, too.
Bargain rating: 4/5





DIXONS

The N64 display in the country's top electrical retailer is *very* wee, but there are still bargains to be found.

BEST BARGAIN!



F1 World Grand Prix 2
With Ubi Soft's *F1 Racing Championship* proving a bit of a disappointment a few months back, this superb Paradigm racer is even more attractive at just £19.99.



Jet Force Gemini
Underrated ant-splattering antics from the geniuses at Rare, which Dixons will slip into a red plastic carrier bag for just £29.99.

GoldenEye 007
Usually £29.99 on the Player's Choice label, Dixons have lopped £5 off the price to bring you Bond-based blasting at just £24.99.

Verdict:
While Dixons have handed most of their shelf space over to the Game Boy, hunt hard and you'll come up trumps.
Bargain rating: 3/5



BECOME AN N64 BARGAIN-HUNTER!

BEST BARGAIN!

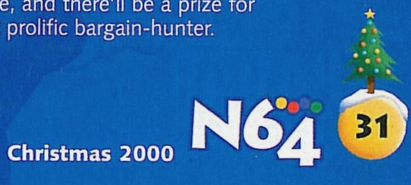
Even with the help of Paul's trusty restored VW bus, Mark just didn't have time to visit every N64 retailer in the UK, and we're certain that we've missed all manner of bargains to be had nationwide. Which is where you come in.

From next month, we'll be kicking off a new 'Bargain Hunters' feature, which will list the most wallet-friendly N64 special offers, sales and bargains across the country, as tracked down by *you*.

So, if you've spotted an N64 offer that just can't be refused, write down the details and post them off with your name and address to...

Bargain Hunters, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

We'll feature the best deals as of next issue, and there'll be a prize for the most prolific bargain-hunter.




Can't wait?
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N64 presents



NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAM... PRINTER

REVIEWED THIS ISSUE!

CANNON FODDER





Classic army arcade action in the most amazing Game Boy conversion ever!

MONKEY PUNCHER



Train chimps to batter each other senseless in one game DK probably wouldn't approve of.



DONKEY KONG COUNTRY

WIN! Five copies of GTA2 and two Color Game Boys

THE ORIGINAL SNES MONKEY BUSINESS GOES HANDHELD!



PLUS!

- Game Boy Gallery! More muties than you ever wanted to see
- Top tips for the latest GB titles! *Pokémon Yellow*, *Mario Golf*, *Taz* and more



Welcome to Planet Game Boy

If you buy imported Game Boy games from other countries, you're shopping in what they call the 'grey' market. Sounds strangely dull for a place where you can pick up some of the most colourful carts around, months before they even show up on a future releases list over here. Right now there's *Mario Tennis* and *Pokémon Gold* and *Silver* out there, not to mention the extraordinary *Kirby's Tilt n' Tumble* – a game that you control not with the D-pad but by rocking and bumping the whole Game Boy. You'll have to wait until next summer for that one, unless you fancy going behind Nintendo of Europe's back…

But we do get at least a few top carts before the Americans and even the Japanese. In the States they're just getting to grips with the original *Harvest Moon*, while the sequel should be in British shops now, and the Japanese are quite unlikely to ever experience the delights of *Cannon Fodder*. But then there's supposed to be a colour update of *Balloon Kid* available over there, which is definitely worth taking a holiday in Tokyo to search for.

This month Andrea has been harrassing Looney Tunes characters and beating up monkeys, while former **N64** boss James Ashton went totally ape over Rare's technically impressive conversion of the original SNES *Donkey Kong*. I'll stick with *Cannon Fodder* and those import games, which is a pretty fair deal as far as I'm concerned.

Martin Kitts, Editor

planet GAME BOY

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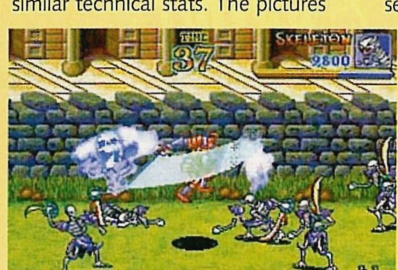
NEW HANDHELDS REVEALED



Two designs for the Game Boy emulating Gamepark system. Interesting…

Hot on the heels of Bandai's WonderSwan Color handheld (as reported in last month's PGB), come two more competitors for Nintendo's GB Advance. The GP32 Internet comes from Korean firm Gamepark and, surprisingly, Matsushita (Nintendo's Gamecube partners) have announced the Panasonic VideoGame.

Both are 32-bit systems with similar technical stats. The pictures here show two versions of the GP32 Internet, which will be the first system to hit the shops in Japan. It has a higher screen resolution than GBA, plus it includes a wireless network facility to enable multiplayer games without link cables.



The games look nicely detailed thanks to the hi-res screen. Is it as powerful as GB Advance?

Impressive as it sounds, its main problem is likely to be a lack of dedicated software, as the only titles announced for the machine are seven games from Gamepark themselves. However, the GP32 incorporates emulation technology which will enable it to play most existing Game Boy titles. On the GP32 website, company boss Jeong Dae-wook states: "We will not only endeavour to become the world's most loved and trusted top enterprise, but also work at research and development to become the most promising company which gives dreams and hopes to all our customers and stockholders." If Nintendo sue Gamepark off the face of the earth, those stockholders might not be so chuffed.

Panasonic's handheld has the backing of the world's largest consumer electronics manufacturer, although it seems odd that a company working so closely with Nintendo would want to step on its partners toes by releasing a Game Boy Advance competitor.

At the moment the VideoGame machine exists only as a prototype designed to show off the latest Bluetooth wireless technology, and we wouldn't be surprised if it doesn't make it past the technical demo stage. But then a partnership with Nintendo was how Sony got into the console business…



WIN! GTA AND GBC



We awarded the excellent *GTA 2* four stars in last month's review, and if you haven't already got hold of a copy, here's your chance to win one of five of the little beauts. Plus we've got two Game Boys up for grabs, which means two lucky winners will be able to permanently install their spare machine in the khazi – probably the ultimate statement of luxury and good taste. Just answer this question:

***GTA 2* is the sequel to which popular game:**

a) *GTA* **b)** *Driver* **c)** *Super Mario Land*

Tough one, right? If you think you know the answer, jot it down on the back of a postcard and send it to:
GTA Competition, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

PICHU IS HERE!

Having long since caught 'em all in *Red*, *Blue* and *Yellow*, gamers in the States are filling their Pokéballs with the likes of Pichu, Marill and – yes – Igglybuff in *Pokémon Gold* and *Silver*, which were released last month.

There's a substantial difference between the new games and all the previous versions, not least the 100 new monsters which take the tally to 251. Most of them now have a gender too, so if you catch every single variation you'll have well over 400 in all.

It's even possible to mate male and female monsters to produce an egg which might hatch into a completely new variety.

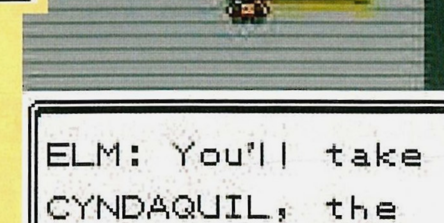
Your old Pokédex collection can be imported into *Gold* and *Silver* so you won't pine for your level 100 Mew or your battle-hardened Snorlax, but we've found that using powerful old monsters does make the game worryingly easy to beat.

At the start you have to set the time and date on the cart's built-in clock. It's a great way to keep you playing long after you've thrashed all of the new gym leaders because certain events only happen on certain days, and some types of monster only appear after dark (night-time begins at 6pm on the dot). Beaten trainers will often call you up on your mobile to request a rematch, unlike the original games in which you eventually run out of people to fight.

Copies of *Gold* and *Silver* are the hottest carts around at the moment, so you might have to phone a few importers before you can get hold of one.

Failing that, the games will be released in this country around Easter time, which isn't that long to wait. Monochrome Game Boy owners in particular should start saving their pennies now, as *Pokémon Gold* and *Silver* will be among the last wave of carts compatible with older machines.

△ The first new wild monster you meet.



△ Cyndaquil is a cute spiny fire monster.



▽ No more Pokédex.



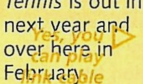
△ The route numbers continue from where they left off in the original games.

GO FOR THE GRAND SLAM

The other must-have import game around at the moment is *Mario Tennis* GB, hot off the production line in Japan. Packed with new features and bonus games, it links up with the Japanese *Mario Tennis 64*, via the Transfer Pak, to unlock four new characters.

Most of the characters from the N64 version are playable in the standard tournament and two-player modes, and there are also loads of singles specialists and doubles teams for you to take on in the huge RPG mode.

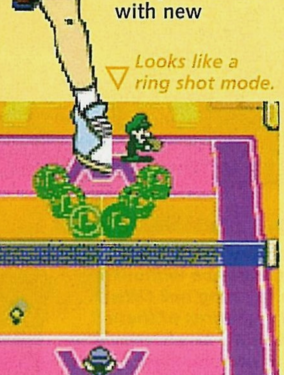
There's quite a lot of Japanese text, which is only really a problem with some of the extras such as the tennis dictionary. The actual game is easy enough to play through, but unfortunately isn't compatible with the UK and US N64 versions. Just like *Mario Golf*, if you want to get the bonus characters in the 64-bit game you'll have to get the appropriate local version. *Mario Tennis* is out in the States early next year and over here in February.





Yes, you can play link-cable games of Mario Tennis with another player. ▷

▽ Looks like a ring shot mode.

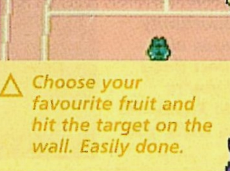


That's a robo-serving machine in one of the bonus game modes. ▷

△ Luigi takes on Yoshi's amazing groundstrokes.

Snag the bag of coins with an accurate serve. ▷





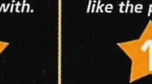
△ Choose your favourite fruit and hit the target on the wall. Easily done.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.





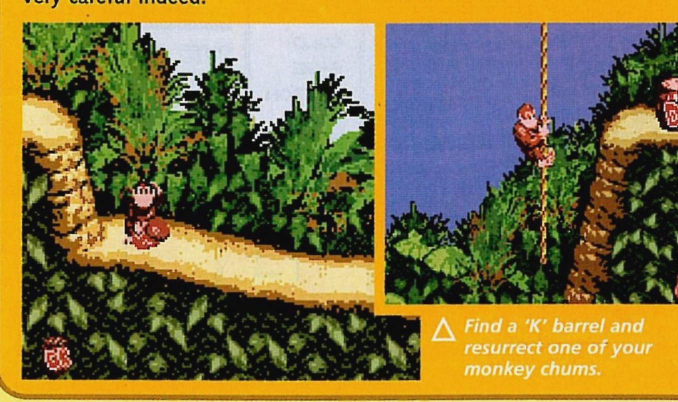


Donkey Kong

From: Nintendo/Rare **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

MEET THE TEAM

For the vast majority of the game, you play as either Diddy or Donkey Kong, alternating between the two. For each 'life' you have the opportunity to use both characters in turn, but each can only take one hit. From time to time you'll come across a 'K' barrel which will revive whichever of the characters you've lost, but overall you'll need to be very careful indeed.



Find a 'K' barrel and resurrect one of your monkey chums.

Sometimes, there just doesn't seem to be anything that the Game Boy can't do. Game Boy Advance may only be just around the corner, but when you see games like this you have to wonder whether the leap in capabilities will be enough for it to out-compete the grey-bearded old warhorse it's supposed to replace.

For anyone who wasn't a SNES owner in 1994, *Donkey Kong Country* was a platform game from Rare starring everyone's favourite simians, Donkey and Diddy Kong. The graphics have been simplified for the GB version, and Rare have had to allow for the Game Boy's two-button control system, but managing to squeeze everything that they have onto one small cart is nothing short of a miracle.

MASTERY ***Donkey Kong Country has some of the most important parts of platform/ adventure gaming bang on.***

Donkey Kong Country is a Game Boy Color version of the 1994 SNES classic, complete in almost every aspect, and even with a few extras thrown in. The resolution, unsurprisingly has had to come down a little, but this proves that 16-bit into 8-bit *does* go.

The story sees Donkey and Diddy Kong trapped on the island of the Kremlings, a reptilian race that have stolen the apes' magic bananas. Your task is to guide our heroes around the island through a series of pretty

MORE THAN ONE WAY TO SKIN A BANANA

Donkey Kong Country provides plenty of variety in the ways you're given to get around the levels. Changing from one character into another, for instance, helps give the impression that you're really moving through an island world.



1 Your first opportunity to 'be' someone else comes here. Collect three rhino icons and you're transformed into Rambi. He can knock down walls, you know. Horny!



2 Collect three frog icons on this level and Winky is your prize. He's got an enormous leap and some of the level's later parts should only be attempted with him.

3 Expresso the Ostrich first turns up in a sub-game. Use him to collect ostrich icons and exchange them for extra lives at the rate of 100 for every one.



4 Transport isn't just limited to feet. Donkey and Diddy leap into this minecart and take a trip, jumping over broken rails, obstacles and carts coming the other way.

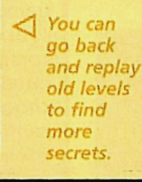


5 Where would any monkey be without a rope to swing on? Often, long sequences of these occur in the levels, requiring you to perform some seriously precise jumping antics.

Country

▽ When it all gets too much, relax with the fishing sub-game.





◁ You can go back and replay old levels to find more secrets.

Not much of a jump on the rhino. Hard as nails, mind.



△ Bash the baddies, avoid the chimps, win bananas.

◁ It's hard. You'll see plenty of this screen.

▽ Rare scriptwriters up on a charge again.





standard platform-game levels, divided into a selection of different island themes.

It's a fairly basic structure, and if you've played almost any platformer, then the sequences of running, rolling, jumping and swinging will seem like second nature. Likewise, if you've played any bad platform games, then the occasional semi-impossible leap over the instant-death drop will also be familiar.

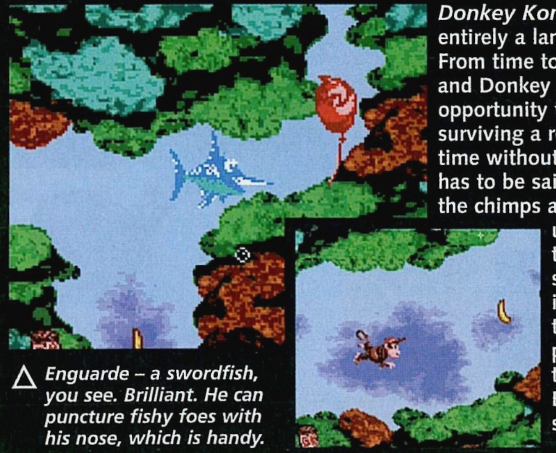
But *Donkey Kong Country* has some of the most important parts of platform/adventure gaming absolutely bang-on – loads of secret areas and plenty of hard-to-find but rewarding pick-ups to collect. Our only real gripe is that some of the levels have very hard, instant-death tasks right at their end and well beyond the continue points. Frustrating. You'll keep on going back, though, and the game's enormous, providing plenty of value of money.

Linking up with another Game Boy lets you battle it out with a friend on two multiplayer levels, and the game's also compatible with the Game Boy printer, for some sticker-related shenanigans.

As an introduction to platforming on the GB, *DKC* is ideal, and if you played the original, this will be a nostalgic and portable trip back in time.

5

SUB GAME



△ Enguarde – a swordfish, you see. Brilliant. He can puncture fishy foes with his nose, which is handy.

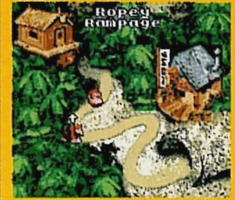
Donkey Kong Country isn't entirely a land-based affair. From time to time, Diddy and Donkey get the opportunity to take a swim – surviving a remarkably long time without an aqualung, it has to be said. Underwater, the chimps are pretty ungainly, and the secret to a successful swim is to find the transformation point which turns them into Enguarde the swordfish.

THE ROAD AHEAD

Donkey Kong Country consists of 30 major levels with loads of secret areas hidden off them, and over 100 separate areas in all. Here's a taster of how it all works.



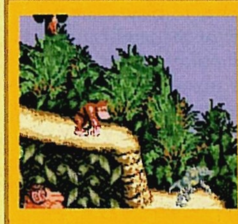
After choosing a memory slot, you start area 1, level 1. This introduces most of the basic concepts in the game, such as collecting the letters K, O, N, G for extra lives, bananas and sub-games.



Finish a level and it's back to the map screen. This charts your progress through the game and allows you to go back and replay old levels to find more secrets.



From time to time, Donkey and Diddy's relatives will pop up along the path through the game, offering useful clues – albeit excruciatingly scripted ones.



Levels are grouped together in themes which are held on the same map. The first theme is simple enough – all the action takes place in the jungle.



At the end of each set of themed levels there's a boss. The first one here is easy enough to defeat – four jumps on his head and he explodes, leaving behind a giant banana.

Cannon Fodder

From: Codemasters **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** November 24



You should just be able to shoot far enough to hit the guy on the bank.



There's a blue baddie hiding behind a tree.

Buildings sometimes have more enemy soldiers inside. Look out.

One of the best games for the old 16-bit Amiga has gone handheld, and despite the relatively humble technical abilities of the Game Boy Color, it's an amazing conversion.

Cannon Fodder is an action wargame that looks superficially like *Command & Conquer* but has extremely fast, almost arcade-style gameplay. You take two soldiers at a time from your squad on seek-and-destroy missions through arctic, desert and jungle environments, with the aim of each level being to wipe out the enemy forces.

It's very easy to play. Click the cursor on part of the landscape and your men will scurry towards it. While they're running, you can move the cursor towards enemies hiding in the bushes and unleash a volley of bullets, grenades or rockets. That's basically all there is to it, but the pace of the action is so frantic you'll have to have your wits about you if you're going to get through a gunfight with both of your men alive.

When both of them die, they're replaced by other troops from your reserve. Since each soldier has a name and stats, you'll want to keep them alive for as long as possible, although unlike the original version you can't leave your favourite grizzled commando behind in a safe place. Not many soldiers become veterans in this game (when they've snuffed it you can pay your respects at the cemetery).

Visually, it's spot-on – smooth, colourful and very quick. It also has the most incredible presentation you're likely to see until Game Boy Advance arrives, with FMV scenes, a moving 3D-rendered options screen and even a song at the beginning. The battles are filled with sampled shouts and screams from the combatants, too. It's a perfect marriage of cutting-edge GB programming and classic gameplay.

With around 72 levels – taken from the original game and its sequel, plus a handful of GB-exclusive ones – *Cannon Fodder* will take weeks, if not months to finish. It's one of the most impressive Game Boy carts around, and most certainly one every self-respecting GB owner should play. War has never been so much fun.

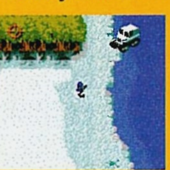
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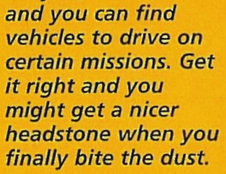


Getting caught in an open area is usually bad news for the little army men.

WAR GAMES

Despite being such a speedy game, tactics do play a considerable part in completing the levels. You have to be careful when choosing your route, as you can't shoot while swimming; friendly natives mustn't be shot at, otherwise their relatives will come gunning for you; and you can find vehicles to drive on certain missions. Get it right and you might get a nicer headstone when you finally bite the dust.









Time for the boys to show some courage under fire.

That's a rocket launcher soldier.



Chucking grenades over the fence will fool them.

Defeat the enemy landing assault.

We shall fight them on the beaches...





Looney Tunes Collector Martian Revenge

From: Infogrames **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** November

After being made an intergalactic laughing stock (*Martian Alert*, PGB/18, four stars), Marvin's back for revenge. With the help of his trusty Lieutenant K-9, he's off to Earth to vaporise the dastardly Daffy Duck and the rest of his Looney Tunes chums.



That molehill's a bit scary for Speedy. You'll need to change characters.

In an effort to capitalise on the success of *Pokémon*, like *Alert*, *Revenge* asks you to collect and trade Looney Tunes characters, and linking the two games allows you to swap them from player to player. As hard as it tries, though, this is no Nintendo classic – there's less collecting and more stumbling into, and the characters are always in the same place, and always agree to join you.

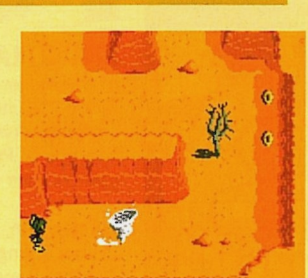
Certain characters you defeat will join Marvin's merry clan, and bring their specific ability with them. It's then a case of switching from one character to another to progress – picking Speedy Gonzales, for example, allows you to scurry through small mouse holes or run faster. Unfortunately, you can find yourself needing to swap between them at the most inconvenient times, leading to some unnecessary and frustrating life-loss. Other characters you collect on your travels – through deserts, marshes and scrubland – pop up in the game's 'Gallery' section.

Visually, it's all pretty basic: you begin your quest in a simple space landscape and things don't improve massively when you crash-land your spacecraft on Earth. But there are plenty of enemies for you to do battle with, goodies to collect and puzzles to solve. There's nothing here that we haven't seen before, but younger gamers – and Looney Tunes fans – should find *Martian Revenge* good fun.

3



Marvin, armed and ready, prepares to face Daffy on his film set.



We suggest trying to avoid that mini whirlwind. But you might want to grab those coins.



Have a chat with these two. Don't expect much help, though.

Monkey Puncher

From: EON Digital Entertainment **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** November 24

As the name might suggest, *Monkey Puncher* is all about training fighting monkeys, and it's another title desperate to cash in on the *Pokémon* pound.

The evil Saru have kidnapped your relatives, and to rescue them you need to train your monkeys until they're ready to take the bad guys on in the Monkey 1 Grand Prix tournament.

Preparing for battle involves training. Exercises – which you'll need to teach to your protégé – include sit-ups and running, and there's also the chance to practice sparring. Unfortunately, you can't control your monkey when he or she is fighting, so it's just a case of sitting back for 30 seconds and hoping your hard work's paid off.

It's not all about fighting though. Your simian friends need to eat – their interesting diet includes bananas and, er, curry – and you can also send them shopping. It's probably best to provide a list, though. When we sent one off on his own, he came back with a paper and a drain!

You can have up to three monkeys at any time, and when they've reached a certain level, you can mate them and make babies. Or have a go at playing Cilla and link up to a mate's game.

MP does get a bit tedious – they're *always* hungry – and there's some dodgy translation, but it's all very cute and well presented. Worth a go.

4



That dodgy translation for you. Quite amusing, though.

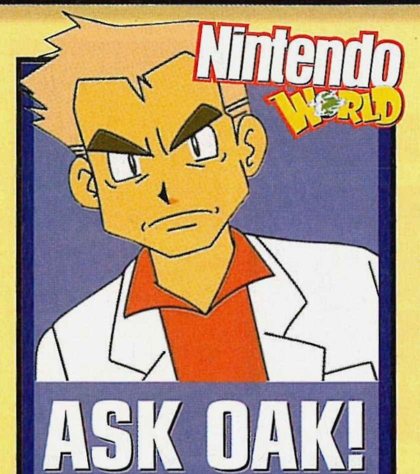


A strategy would be a good idea here. There are four to choose from.

Looks like our monkey, Freddy, is getting a pasting. Bless.

Careful, he might take to practising on you!

Like a small child, Freddy doesn't like being shouted at.



"Pikachu's Special Edition seems to have been causing some headaches this month. Don't worry, though. Help is at hand..."

Ian Cartwright, via email: I've got *Pokémon Yellow,* but I'm really stuck on how to get into the Silph Co. building in Saffron City. Could you help?
Prof. Oak: Well Ian, you'll need to enter the Silph Co. building before you can do pretty much anything else in Saffron City, so you'll definitely be needing this tip. Get some lemonade from the Celadon City department store and give it to one of the guards. He'll share it with his mates and then open all of the closed city routes, allowing you access to the Silph Co. building. Good luck!

Nikos Katsiotis, Greece: I am an eager Pokémon trainer and I bought *Pokémon Yellow* a while ago. I've finished the game, but I can't find Psyduck! Please help, I'm desperate.
Prof. Oak: Don't despair Nikos. There *are* Psyduck to be found in *Pokémon Yellow*. Pay a visit to Route 6 and head to the duck pond in the south corner. If you've got Surf, try paddling around the pond and you should locate a Psyduck. If you're lucky, you might even come across the occasional Golduck. Happy swimming!

**In a pickle over *Pokémon*? Or perhaps you have a top Poké tip you want to share with the world! Whatever your reason, write to:
Ask Oak,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.**

Pokémon Yellow

INDIGO PLATEAU SHOWDOWN

In the Indigo Plateau you'll have to tackle the Elite Four, then face a challenge from Gary. The following line-ups of Pokémon should help you on your way to victory.

Lorelei: Fire, Electric and Rock.
Bruno: Flying and Psychic Pokémon.
Agatha: Powerful Electric Pokémon should make things easier.
Lance: Ice Pokémon.

The final showdown against your arch-rival can prove mighty tricky and requires a different set of tactics than in *Red* or *Blue*.

Gary's first three Pokémon are always the same – Sandslash and Alakazam can both be seen off with persistent earthquake attacks, while Exeggutor can easily be destroyed using a high-level Fire Pokémon such as Charizard.

The last three Pokémon you face will depend on how your rival's Eevee has evolved. If he has Jolteon you'll also be faced with Cloyster and Ninetales. If he has Flareon, he'll also be carrying Magneton and Cloyster, and if he's evolved his Eevee into Vaporeon, expect to fight Ninetales and Magneton too. It's entirely up to you how best to confront the final three, but we'd strongly recommend you have a high-level Ground Pokémon, as no matter what the evolution, there will certainly be Electric Pokémon to contend with.

CELADON CITY BANDITS

• The odds on the slot machines you'll find in Celadon City change every time, so your best bet is to play each machine four times, and if one of them hits two or more reels, keep playing it, as it's probably going to give you a nice pay day.
• If you spin very close to a 7 7 7 or a Bar Bar Bar on a machine, it'll probably grant you one or the other pretty soon.

BARGAIN HP

Head on up to the top floor of the Pokémart when you arrive at Celadon City and press A when you're beside the machines. Choose lemonade and it'll cost you just 350 to replenish 80HP on any Pokémon – cheaper than the Hyper Potion!



Tazmanian Devil: Munching Madness

LEVEL PASSWORDS

Enter the following at the password screen to unlock the levels.



BLGNGJPDFFTJ
Unlocks the China level.
LMBPBKTFKDPK
Unlocks the Switzerland level.



Mario Golf

SECRET CHARACTERS

Grace, Tiny, and Gene Yuss:
To play as these club champions, you'll first need to beat them with your character in a tournament or match game.



Putts:
You'll need to defeat the fellow with a custom character if you want to be able to play as him.

Wario:
To be Mario's nemesis you'll need to finish first in the club tournaments and then beat all of the club masters.



Game Boy Gallery

Boys and girls, step right up!



We've got an interesting gamut of gurning unfortunates this month, from a pair of horned buttocks to a supernaturally long tongue.

The latter is a particular favourite in the office at the mo, and came courtesy of John Feltham from the nicely-named Kibworth Harcourt. No evident camera-trickery there, simply a healthy appreciation of the human form, it seems. Just goes to show that whatever deranged GB Camera-wielding scientists can come up with, the old beardy freakshow co-ordinator in the sky has already gone one better. Nonetheless, courage, friends! Onwards… Get busy with your trusty pocket photo machine and send us the scariest, strangest or just plain funniest muties, portraits and pics you can – you might even bag yourself a prize.

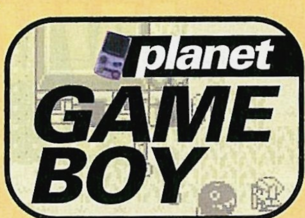
Send us your freaks



In association with JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF



WINNER!

Chris Lowe from Tyne & Wear sent us the story of a Cacodemon from *Doom 64* entering his abode. Sensibly, he ventilated the fiend. An Action Pack from Joytech is his. Enjoy!

This creation, from Huntingdon's Tim Granshaw, reminds us of the baby from Trainspotting. Creepy.



Karl Denson has evidently contacted intelligent life. Shame it's so ugly.

Taking his cue from Channel 4, Lewis Pettit from Cambridge sees all.

Mancunian Asim Chaudry offers proof that vampires do exist.



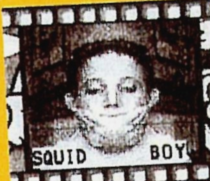
Sucked into the TV – just like in the classic '80s movie Tron. Thanks, Matthew Faulder of Watford.



Is that John Feltham? We're undecided, but one thing's for sure – that tongue amazes us… Wow.

We bet Mark Harrison's creation doesn't have much luck with the ladies.

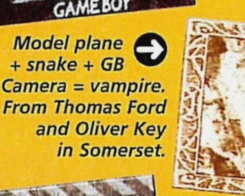
Thomas Hooper from Wick's Squid Boy looks like a Tim Burton creation. We like that.



We had tons of muties from Mark Smee. Apparently they all look like this in his native land of Essex.

Adam Hattersley from Stockport worries us. You need to get some sun and fruit, fella.

Who are we to argue with James Taylor's alien? Our leader's scarier, mind. (Smack!) Ouch.

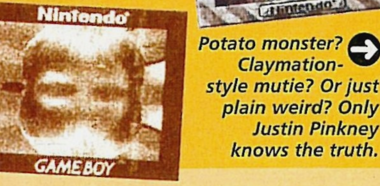


Model plane + snake + GB Camera = vampire. From Thomas Ford and Oliver Key in Somerset.



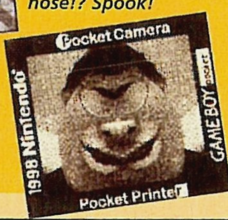
Co. Armagh's Angela McKeown will make somebody a lovely wife one day with creations like this.

Look at Stephen Houston's pic, then blur your vision – see that moustachioed chap with the big nose!? Spook!



A good use of the mirror lens from Londoner David Firstbrook.

Potato monster? Claymation-style mutie? Or just plain weird? Only Justin Pinkney knows the truth.



THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA



THE LEGEND OF ZELDA MAJORA'S MASK

GO TO PAGE 44

Link returns for another adventure, but is it as good as we hoped it would be?





DONALD DUCK QUACK ATTACK

Ubi Soft's Disney-based platformer – will we go quackers over it?

GO TO PAGE 52



BATMAN OF THE FUTURE

Does super*hero* mean super *game*? Here's where we reveal all...

GO TO PAGE 54



THE WORLD IS NOT ENOUGH



Bond's back! After the success of *GoldenEye*, will Eurocom's effort leave us shaken... or stirred?

GO TO PAGE 56



TOM & JERRY FISTS OF FURRY

Will Ubi Soft knock us out with animal scrapping, cartoon-style?

GO TO PAGE 62





WWF NO MERCY

Find out if THQ's new rassler is good enough to win the gaming belt.

GO TO PAGE 64





EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses
+ Amazing levels.
– Appalling music.

If you like this...
Mickey Mouse 64
Rare
N64/55, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above – *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge.*

84% – 70% – *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% – *Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% – *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

The superb Legend of Zelda: Majora's Mask *is chock-full of masks with fascinating magical powers. And there's no reason why Link should have all the fun with them...*



ANDREA BALL
Andrea settled on the heavily made-up Great Fairy's mask. It's just a pity she decided not to wear it for this photograph.
GAME OF THE MONTH: Majora's Mask



JUSTIN WEBB
Justin's cow-like Romani Mask was popular with Team **64** *– until he started milking everyone's tea with his udders.*
GAME OF THE MONTH: Majora's Mask



MARK GREEN
The Circus Mask makes its wearer cry. Mark, though, shed tears because S-Club 7's Tina won't reply to his emails.
GAME OF THE MONTH: Majora's Mask



DARK MARK
With the Captain's Hat, Dark Mark could chat to the dead. He and Adolf Hitler are now "like that," he says.
GAME OF THE MONTH: Tom & Jerry



MARTIN KITTS
With the Bremen Mask, Martin was able to attract small yellow chicks, Pied Piper-style. He led them straight off a cliff.
GAME OF THE MONTH: Majora's Mask



PAUL EDWARDS
Paul's long blonde locks were history thanks to Kafei's Mask. "I can never show my face on the Cornish coast again," he sobbed.
GAME OF THE MONTH: TWINE



ALAN MADDRELL
Alan blended into the background with the Stone Mask in an effort to avoid being given Batman to review.
GAME OF THE MONTH: Batman



STEVE JALIM
The Bunny Hood usually supplies super speed – but it just couldn't compensate for Steve's miniature legs. Shame.
GAME OF THE MONTH: Majora's Mask

GERAINT EVANS
With the Keaton Mask, Geraint looked like Pika. "Pika! Pika!" he said. Which translated as "Get this mask off me!"
GAME OF THE MONTH: WWF No Mercy

PREVIOUSLY IN N64 The Japanese version of *Majora's Mask* was reviewed all the way back in N64/43.



△ Tunnels that open out onto stunning new areas – that's the beauty of Zelda.

△ Link's invisible with this mask. Handy.

▽ We shouldn't roll on this thin platform. But it's so much fun.





△ This fella hates light – and you've just destroyed his window blinds.

THE LEGEND OF MAJORA'S

The greatest videogame ever made. Part two.



△ Bombchus don't like company.

Zora Link on the axe. What a man. ▷

◁ Hyrule's residents haven't got any prettier over the last two years.

◁ Could there be a more beautiful videogame in existence? No chance.

▽ Diving from up high is a breathtaking experience.

△ *Special effects are guaranteed to be truly special in Zelda: Majora's Mask.*

AROUND THE CLOCK

There are just three days – around 30 minutes in real life – until the moon smashes into Hyrule. Here's how it works...

WAKE UP...
The morning of The First Day. It's 72 hours until the moon obliterates Clock Town, but the townsfolk are too busy preparing for the imminent carnival to notice.



OPEN UP...
Using a recently-acquired item, Link can gain access to a new area outside the town. If you're not sure where to go, your fairy friend, Tatl, will nudge you in the right direction.





PLAY UP...
Play the Song of Time on your Ocarina and you'll be dragged back in time to day one – and any important items you've just collected will remain in your pockets.

PICK UP...
Each fresh section of map brings dungeons, sub-quests and minigames with it. Work hard and you'll bag yourself a new mask, song or other brand new bit of kit.

ZELDA MASK

INFO BURST

THE LEGEND OF ZELDA: MAJORA'S MASK	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK: REQUIRED	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?		
US	UK	Japan
Now	Nov 17	Now

COST: £45

Christmas is always a special time. But for over 150,000 N64 owners, Xmas 1998 was even more magical than usual: a period spent exploring fairy-filled forests, clashing swords with cackling skeletons, and rescuing princesses from evil pig-men. ***The Legend of Zelda: Ocarina of Time*** **– unquestionably The Best Game Ever™ – had arrived.**

So, how do you follow Shigeru Miyamoto's masterpiece without ruining those precious memories? In Nintendo's case, like this: take the visuals, sounds, controls and characters from *Ocarina of Time*, throw in a new map and storyline, and – frighteningly – ask Shigsy to do little more than pop his head around the door from time to time to check everything's okay. The result – in the form of *The Legend of Zelda: Majora's Mask* – was done and dusted in 18 months, compared to *Ocarina of Time*'s four year gestation.

So, it's natural to approach *Majora's Mask* with trepidation, wary that this will be a pale, disappointing imitation of the original game's brilliance. Happily, it's nothing of the sort. If last December seemed a little empty without Link to keep you company, get ready to break open the mulled wine – you're about to have a *very* merry Christmas...

N64 MAGAZINE STAR GAME

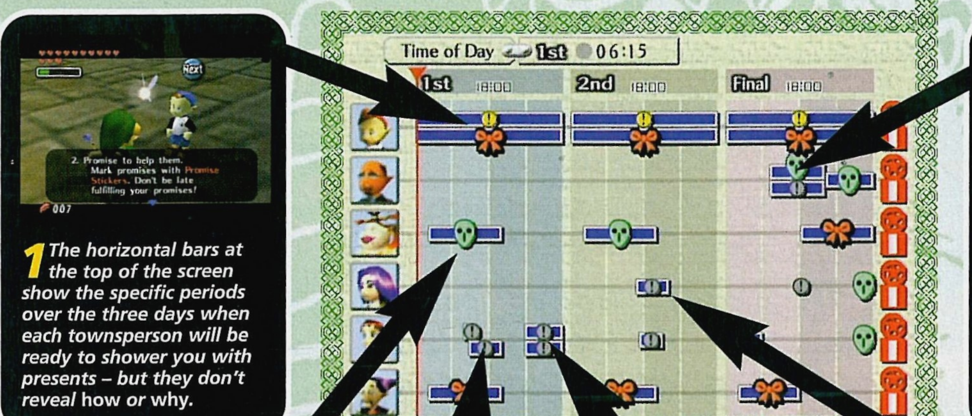


△ *These Mosquitoes have skulls for faces. Scares us stupid, that.*

GO! GO!

BOMBERS' NOTEBOOK

Grab this tome and you'll know exactly when you should talk to locals – or hand them gifts – in order to win new items...



1 *The horizontal bars at the top of the screen show the specific periods over the three days when each townsperson will be ready to shower you with presents – but they don't reveal how or why.*

2 *Madame Aroma will appear in the book after you've found her inside the Mayor's office. The bar shows you should talk to her between 8am and 8pm on the first day to earn Kafei's Mask.*

3 *Wearing the mask, you can ask folk about the whereabouts of Aroma's missing son. Anju knows something, and promises to tell if you meet her in the hotel at 11.30pm – represented by this bar.*



4 *Sure enough, Anju greets you in the hotel's kitchen and reveals that Kafei – her fiancé – has been writing to her. She's penned a letter back, and asks you to post it for her by the morning.*

5 *Follow the postman and you'll get to meet Kafei, who – gut-wrenchingly – has been transformed into a child by Skull Kid. Handing you a pendant, he begs you to give it to Anju.*





6 *It's not over yet. Back at Anju's house at 1.30pm, the Curiosity Shop owner is waiting to hand you Kafei's Keaton Mask – and to tell you that the boy needs help tracking down a thief outside the city...*

LINK TO THE UK

Zelda games are usually translated into English by a chap named Dan Owsen, who we interviewed back in **N64**/44. This time, though, Bill Trinen is the man to thank for the superb – and often highly emotional – translation of *Majora's Mask*. And with characters often blurting out British slang such as "Cripes!" and "Blimey!", we reckon Mr Trinen may well hail from this very island...



TITTLE TATL

Goodbye then, Navi – and hello to Tatl, one of Skull Kid's very own fairies who's been unwillingly forced to join your cause. As such, she isn't half as polite as Navi. "What? Don't you get it yet?" Tatl will wail as you struggle to figure out a puzzle, and she'll point out important bits of scenery with a derisory, "You always miss stuff like this..."



FRESH FIELD

Thanks to the hulking great city obscuring Link's view, Termina Field – the 'hub' of *Majora's Mask* – isn't quite as eye-popping as *Ocarina of Time*'s Hyrule Field. But it's just as gigantic, and the multi-weather climate makes for some stunning sights. Boss-sized dragons breathe fire in the snowy area to the north; trees and logs can be climbed in the grassy section to the south; and if you've got hold of the Goron Mask, you can see the sights at face-shattering speeds. Best of all, stand outside the city walls on the final night for a hair-bristling view of the Clock Town Carnival firework show.

LEGS AND CO.

Ocarina of Time's Skulltula quest – track down 100 of the rustling spiders, dotted around the *entire* map – proved too much for some. Which is why, for *Majora's Mask*, Nintendo have restricted the arachnid-capturing to two specially-made dungeons. There are 30 Skulltulas hidden in each – you'll find them climbing on walls, scampering on the ceiling, hiding in pots, cowering inside crates, and running around on the top of bookcases. Catching 'em all means putting every item in your inventory to maximum use – including some of the masks from later dungeons – but the rewards are worth the effort. Not that we're about to reveal them for you here, though.



◁ *There's nothing more satisfying than plunging your sword into a Skulltula.*

HOW TO... find the Deku Temple

South from Termina Field is a swamp. Hop across the lily pads to find the witches' shop, and the Woods of Mystery. What next?



1 In the woods, follow the monkey to find Koume. Track down Katake – you'll find her in the shop or the woods – and give her red potion to Koume.



2 Bag a free boat ride back at the hut. Disembark and, inside the temple, head through the right-hand door after you've passed the two Deku Guards.





3 Follow the Deku Maze – avoiding the Scrubs – and drop down the hole in the floor. Buy beans, and scoop up some water from the pool with your handy bottle.

4 Use the lilies you find near the Deku Guards to reach a dirt patch. Plant the beans you bought, water them, and jump onto the lift that sprouts.



5 Above the Maze, bubble the Scrubs and use the flower lifts to reach the monkey cage entrance. Show him your Pipes to learn the Song of Awakening.

6 Find the flower near the Deku Guards. Float up into the door, then use the orange mushrooms to reach the owl statue and enter Woodfall. Phew.



HOW TO... finish the Deku Temple



Walk the planks to the central platform in Woodfall, play the Song of Awakening, and you're in *Majora's* first dungeon...

1 First, cross the chasm with the Petal Dive. Head east in the next room and float to the chest on the left. Use the key inside to unlock the door in the other room.



2 Push the block, follow the path then push it again – twice. Ignite a Deku Stick in the northwest corner and light the other torch.

3 Repeat this process to light the torch up the ramp, then leap the platforms to burn the web. Upstairs, light all four torches.



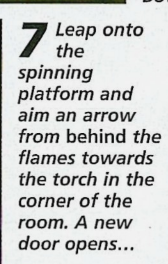
4 Float across the next chasm, then hop on the switch in the next room. Follow the path to scrap with a Dinofol and win the Fairy Bow. Yay!

5 Back outside, fire at the Eye Switch and float over to the door. Inside, use the Petal Dive to topple the Snapper, then arrow the Gekko. Now grab the Boss Key.



6 Back in the big room, fire an arrow through the torch onto the centre of the flower-shaped platform below. It'll rise to the first floor and begin spinning.





7 Leap onto the spinning platform and aim an arrow from behind the flames towards the torch in the corner of the room. A new door opens...



8 ...into this giant cavern. The left-hand flowers allow you to float to the top. Aim an arrow from there at the glass switch on the other side.



9 Now kill all the Skulltulas you can see hanging from the ceiling. With the firewalls switched off, you can float across to the platform nearest the switch, then fly over to the golden Boss door.



Masked Jungle Warrior Odolwa

10 Fairly easy to kill – grab a bomb from the corner of the room and bung it in his general direction. Hide in the central flower when bats loom.

RECAP

HOW TO... DITCH THE DEKU MASK

We talked you through the first section of the game in N64/43. For those of you who missed it...

Take the yellow fairy from the Laundry Pool to the Great Fairy in the north. Pop the big blue balloon to play hide-and-seek, then tell the code you learn to the kid in the northeast. Find the telescope and zoom in on the top of the clock, then sell the Moon's Tear to the Deku Scrub in the main square. Float to the high platform and enter the clock at midnight on the final day. Shoot Skull Kid with a bubble, grab the Ocarina, play the Song of Time, then visit the Mask Man (choke).

GO! GO!





GORON VILLAGE

The **Goron Mask** here allows Link to roll at speed and pull or push massive objects.

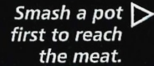


Covered in a thick blanket of snow, with enticing chests trapped beneath frozen lakes, this is the most magical of the main areas. Your main job is to thaw the baby King's daddy and have him teach you Goron's Lullaby, and to do *that* means tracking down the Lens of Truth, then scampering after a floating ghost. Try not to run headfirst into the White Wolfos, though – they have the ability to attack in pairs this time around, making for some heart-pumpingly exciting battles.

THE BEST BIT: The rolling Goron race, easily as fast as *Star Wars: Episode 1 Racer* and three times more exciting.



Smash through snowballs to collect magic pots.



If the incessant sound of babies crying irritates you, avoid this bit.

TEMPLE



Snowhead Temple

The slightest slip at the top of this dungeon will send you tumbling five stories to the bottom – and that's if the wealth of snowball-chucking and ice-breathing monsters don't get you first. Tons of ingenious puzzles here, such as dislodging stalactites to smash ice blocks below.

BONUS QUEST!

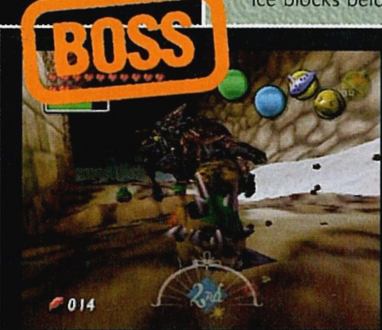
There's a shivering Goron stranded atop a frozen ledge. To make him happy, you need to grab a slab of meat from the Goron Shrine and carry it all the way back to him – keeping your sword sheathed every step of the way.

Smash a pot first to reach the meat.





BOSS



Masked Mechanical Monster Goht

Yep, it's a giant mechanical bull. Slip on your Goron mask, roll into a spiky ball and tear his shiny buttocks to shreds. Lovely.



ZORA CAPE

Nab the **Zora Mask** in this area and jet through water without having to come up for air.



The beach here is a dream – watch the setting sun dip below the glistening waters and just try not to grin. Lulu, the vocalist in the Zora band, has lost her voice – they're due to play at Clock Town on the third day – and you'll need to find her stolen eggs before she sings again. That means a trip to the nearby Pirate's Fortress, and plenty of sneaking past eagle-eyed guards and sword-battling with astonishingly adept female Gerudo pirates. Watch out for the shield-stealing globules, last seen in *Ocarina of Time*.

THE BEST BIT: Battling skyscraper-sized snakes in an underwater canyon hundreds of metres deep.



Gorgeous. The Big N wave their wand again.

Give these sea snakes half a chance and they'll have you for dinner.

TEMPLE



Great Bay Temple

Just a *tad* disappointing, this, as it's based around the infuriating concept of switching the direction of water flow. But the dungeon's packed with neat bits – a rematch with the cackling Gekko from the Deku Temple for one, and a fight with a colossal eye and 50 bouncing bubbles.

BONUS QUEST!

Use the hookshot on the beach to reach a lush forest, where you'll come across a disturbingly psychedelic beaver. He'll challenge you to an underwater race through rubber rings. Winning the prize means a perfect score, *twice*.



There are plenty of surreal moments in Majora's Mask, but these beavers are the most worrying.

BOSS

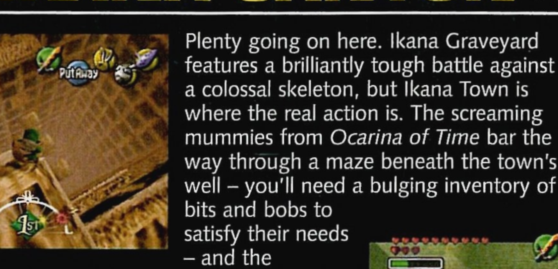


Gargantuan Masked Fish Gyorg

Pelt the fish with arrows, then use Zora Link's 'Magic Buzz' (on R) to pummel him. Spend too long in the drink, though, and he'll gobble you.

IKANA CANYON

You'll find the **Giant's Mask** fairly late in the day, which allows Link to grow to a city-dwarfing size.



Plenty going on here. Ikana Graveyard features a brilliantly tough battle against a colossal skeleton, but Ikana Town is where the real action is. The screaming mummies from *Ocarina of Time* bar the way through a maze beneath the town's well – you'll need a bulging inventory of bits and bobs to satisfy their needs – and the looming ruins of Ikana Castle are home to all manner of scraps with terrifying armoured guards. The route to Stone Tower Temple – a climb to the top of a tower hundreds of metres high – is breathtaking.

THE BEST BIT: Using the mirror shield to shine light in the eyes of the photophobic skeletal guards of Ikana Castle.



△ *Can't catch the colossal skeleton? Use your bow.*



◁ *Two hugely-detailed skeletons, courtesy of the Expansion Pak.*

TEMPLE



Stone Tower Temple

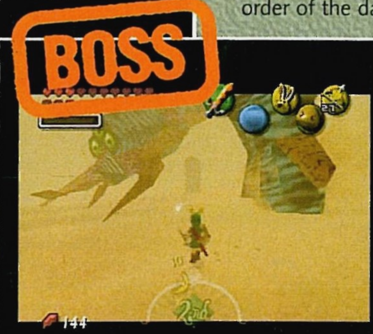
Remember the upside-down rooms in *Ocarina of Time*'s Forest Temple? This dungeon takes that a step further, with the *whole thing* flipping on its head halfway through. Shining light onto mirrors to open doors and avoiding bat-chucking locals is the order of the day here.

BONUS QUEST!

There's a prize on offer if you can see off four multi-coloured Poes in the haunted house within three minutes – but the fight takes place in a hugely confined arena, and it's 30 rupees a pop!

△ *Poes aren't quite as prolific as they were back in* Ocarina of Time*.*

BOSS



Giant Masked Insect Twinmold

A pair of ridiculously oversized sand snakes. The Giant's Mask makes you tall enough to smack them on the bonce and behind.

ROMANI RANCH



Hidden away beyond the West Gate of Termina Field – and trapped behind a colossal rock until the final day – Romani Ranch, a truly beautiful location that's much more in keeping with the original game's Hyrule Field. By far the most important thing to do here is retrieve your stolen horse, then let her stretch her legs. After that, though, there's a host of stuff to do: help the heart-breakingly lonely Cucco Farm owner see his chicks grow up; take bets on the impossibly cute puppy racing; protect the farm from attack by cow-stealing aliens on the first night; and – best of all – protect Cremia's horse and cart from bandits.



△ Majora's Mask*'s dogs look just like the Monopoly mutts. Odd, that.*

SEEK AND DEPLOY

Most of Link's extra abilities are contained in the power of the masks, but other items have their uses, too.

SING!

The Ocarina is Link's trusty pal again – but slap on the Deku, Goron or Zora masks and you'll find that each character has their very own instrument. Watching Goron Link banging his set of drums is fantastically funny.



SLICE!

The basic sword is useful, but you're best off upgrading it. The comedy duo from the Smithy in Goron Village will do a temporary fix, but find them some gold dust and they'll upgrade it to the Gilded Sword for good.

SHOOT!

As in *Ocarina of Time*, Fire, Ice and Light arrows are available. Brilliantly, you can use the Ice arrows to create temporary platforms on water, or even freeze enemies to create a block of ice that can be pushed or climbed on.



GO! GO!



IT'S A HOOT
In the Japanese original of *Majora's Mask*, the game could only be saved by warping back to The First Day. In the US and European release, though, the owl statues – which are used as warp points in all versions – can now also be used to save-and-quit the game at any time. It's a sensible improvement, and avoids you having to complete each massive dungeon in a single sitting.

NEED YOU MASK?

The best of the game's 24 fake faces.



GREAT FAIRY'S MASK

The 16 stray fairies hidden in every dungeon are magnetically attracted to this mask, making collecting them a whole lot easier. Take them to a Great Fairy for gifts galore.



BREMEN MASK

The mournful mood of Grog, the Cucco Shack's owner, can be cured with this. Press B to collect up the bouncing chicks, Pied Piper-style. They'll then evolve into cuccos.



ROMANI'S MASK

Save Romani Ranch's stock of the white stuff from bandits and you'll win this mask, which allows you entry to Clock Town's nightspots – like the Milk Bar – usually sealed off to kids.



CIRCUS LEADER'S MASK

Given to you by Luigi-look-alike Gorman, this mask features a heartbreaking expression and cries real tears. Show it to the Gorman Brothers at the ranch to put a stop to their cackling.



Hordes of glittery effects in Zelda, just in time for Xmas.

Freeze enemies and you can use the ice block as a platform.

After being flipped on its head, Stone Tower looks incredibly creepy.

Without the gilded sword, you don't stand a ghost of a chance. Ha!

Here's the plan: create a worthy sequel to an N64 title that most of the world agrees is history's greatest videogame. Finish it in half the time that the last one took. Oh, and manage it without the god-like architect of the original – he's off doing more important things, you see. Simple?

For the virtuosos at Nintendo, it was a breeze. *The Legend of Zelda: Majora's Mask* is magnificent. From the very first moment, the game glows with that bedazzling Nintendo magic, as Kyoto's finest flex their creative muscles and polish everything – from the swing of Link's sword to the splashes of rainwater below his feet – to utter perfection. Five minutes quick play with *Majora's Mask* soon turns into two, three or four hours hopelessly absorbed in a flawless fusion of adventuring, platforming, fighting – even racing – and while *Majora's Mask* doesn't *quite* surpass the groundbreaking delights of *Ocarina of Time*, it comes closer than anyone dared dream.

As you work towards halting the moon's slow descent towards Clock Town and its inhabitants, the storyline – dare we say it – knocks spots off *Ocarina of Time*'s. *Majora's Mask* tells a gripping tale of loss, regret and heartbreak, of mothers reunited with lost sons, wandering spirits yearning for their souls to be put to rest, and loyal town guards standing their ground, petrified, as they watch the moon fill the sky. You'll *care* about the people you meet – especially as the three-day routine of Clock Town's inhabitants, and the interaction between them, makes them that much more *real* than their static, repetitive counterparts in rival RPGs.

The meat of the game, though, is even *more* impressive. The camera, the controls, that groundbreaking lack of a jump button – the mechanics are so flawlessly handled as to be almost unnoticeable. And while that's to be expected from the game engine that powered *Ocarina of Time*, what we *didn't* bargain for with *Majora's Mask* was a game world as sprawling, bloated with action and full of surprises as the original Hyrule. One minute you're chatting to a town carpenter on a sunny afternoon, the next you're chasing a colossal mechanical bull around a frozen stadium-sized arena with bombs and stalactites crashing around your ears. Every

THE END IS NIGH



With the four dungeons completed, you'll have the four big masks you need to summon the ancestors of Hyrule, put an end to Skull Kid's nefarious schemes, and bring the moon's descent to a halt. But – you've guessed it – the end credits are still some way off. The evil within Majora's Mask takes on a life of its own, and you're dragged *into the moon itself* for the final dungeon. Satisfyingly, there are *two* routes you can take to the finish from there, the more difficult of which is just about the most unforgiving segment of a *Zelda* game since the original NES version strode into town.







Grandma can fast forward time with a tedious story or two.

This is a doll of Link, used to solve one or two puzzles.

Yep, you have to destroy every last one of those bubbles.



Careful use of the shield avoids death.

A relaxing stroll on the beach with Epona. Lovely.



An example of the fairly odd company that Link keeps.

Switch off the Lens of Truth for terrifying moments like this to occur.



A neat system of shortcuts in Majora's Mask saves you having to retread old ground time and again.

corner turned, every doorway stepped through, every item found brings something ingenious, magical or downright breathtaking with it.

It reaches a crescendo as you fight your way through the awe-inspiring dungeons. You'll buzz with excitement as Link fishes a new type of bomb, light arrow or other toy from a golden chest; feel your heart in your mouth as you dodge, sidestep and stab a fire-breathing dinosaur with the help of the still-revolutionary Z-targeting; and marvel at the genius of the game's programmers as oblique clues lead you through puzzles and their beautifully elegant solutions. Waterfalls control see-saws, high platforms can only be reached by deliberately being caught and thrown by an enemy, ice arrows fired at pools of water create temporary frozen platforms – only *Majora's Mask*'s own prequel can match the sense of achievement that comes with conquering such brilliant brain-teasers.

In the face of all that, looks aren't important – but *Majora's Mask* happens to be just about the best-looking game on the N64, too. There are more of the prequel's beautiful rolling fields, sparkling ice mountains and glistening stretches of water, but this time the Expansion Pak multiplies the amount that you can see, so *Majora's Mask* is teeming with boss-sized dragons, groups of sword-wielding lizards, and flocks of 30-or-so skittering bats. And, once again, the *Zelda* engine shows off its remarkable ability to bathe scenery in the changing light of night and day, with ruddy clouds in the evening sky over Zora Cape's golden ocean, and a bluey-white glow on the ice floes of Goron Plains as night begins to fall. Stunning stuff.

Sadly, *Majora's Mask* has to end sometime – but the challenge extends far beyond the final boss battle. Wherever you are on the gigantic map, you're never more than a two-second trot away from a shooting gallery sub-game, a spider-hunting sub-quest, a secret underground cavern stashed with treasures, or one of the hundreds of fairies, heart pieces, coins, masks or other bonus items that just *beg* to be collected. And time and again, experimenting with your bulging inventory of weaponry and gadgets will lead to a door being thrown open, and a totally new area – that you had no inkling even existed – beckoning you inside.

Despite everything, *Majora's Mask* isn't without its niggles. Huge as it is, this *is* a smaller game than *Ocarina of Time* – area for area and dungeon for dungeon, Shigsy's original comes off slightly better – and the familiarity of *Zelda*'s puzzles and general way of doing things means you'll sprint through much of it. And after the screen-shuddering splendour of *Ocarina of Time*'s final fight with Ganondorf, the relatively unspectacular final battle in *Majora's Mask* is a disappointment.

But such problems are easily squashed flat by the steamrollering brilliance of *Majora's Mask* as a whole. It's not often we fiddle with a game's score between its Japanese and UK release – especially when we originally handed out a whopping 95% – but having laughed and cried along with the game's epic storyline, we've little choice. By rights, *Majora's Mask* should cower in the shadow of *Ocarina of Time*. Instead, it shines just as brightly.

MARK GREEN

VERDICT *By rights* **Majora's Mask** *should cower in the shadow of* **Ocarina of Time.** *Instead it shines just as brightly.*

pluses & minuses

+
- Utterly faultless game mechanics.
- Videogaming's most gripping and enjoyable fights, puzzles and chit-chat.
- Far from a walkover.
- Around 50 hours of play.

–
- Very similar to *Ocarina of Time.*
- No fishing game.

If you like this...

The Legend of Zelda
Nintendo
N64/24, 98%
The greatest videogame of all time.



10 VISUALS
Garish in places, but otherwise an impossibly realistic living world on your N64.

10 SOUNDS
Atmospheric tunes and stunning effects. Headphones or a surround-sound TV recommended.

10 MASTERY
Only Nintendo could make such a huge, complex, beautiful game work so flawlessly.

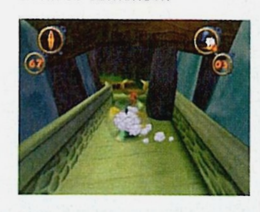
9 LIFESPAN
Around 25 hours to finish the main quest, and *another* 25 to finish *everything*.

VERDICT
A stunning, bewilderingly accomplished sequel. This is a hair's breadth away from perfection. Buy it. *Now.*



PREVIOUSLY IN N64
Our most recent shufty at Donald's adventures was last issue…

TEMPER TEMPER!
As you will have read in our past previews, Ubi Soft were touting their original 'mood system', where Donald's filthy temper affected gameplay. After playing *Quack Attack* to death, however, we were slightly bemused as to where it went. Basically, if Donald gets hit, he gets grumpy and flails his 'arms' and… er… that's it. A gimmick, yes. A system? We don't think so somehow.





△ *As usual, it's all about jumping and collecting. Groundbreaking stuff, then.*

▽ *The cut-scenes are actually quite good and the voice acting is all spot-on.*

DONALD, WHERE'S YER TROUSERS!?

After you've successfully found all your nephews' toys and beaten the chase mode, your arch rival challenges you to a time attack-style reworking of each level. If you beat the stage in the allotted time you are rewarded with a change of costume!



This smug little blighter is your arch-rival, who greets you at the end of each stage with a challenge. ▷

▽ *The original sailor suit is your costume at the start of the game.*

◁ *Beat enough challenges and you'll get these pretty dapper threads.*

DONALD QUACK ATTACK

Quacking platformer or fowl Disney licence?



INFO BURST

DONALD DUCK: QUACK ATTACK

FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
	15th Dec	TBA

COST: £30

There are certain things in life that you can *always* rely on: your mum deciding to hoover your bedroom first thing on a Saturday morning; your most irritating 'friend' always choosing Oddjob on multiplayer *GoldenEye*; and Disney licences being turned into bog-standard platform games.

No one really expected *Donald Duck* to be bursting with innovative features and groundbreaking gameplay – and indeed it isn't. What we *did* expect was a tawdry 2D platformer in a quasi-3D environment that borrowed heavily from just about every other platformer that ever existed – and yes, this is exactly what we got. But, to be perfectly honest, we're not too miffed.

Despite *Donald Duck* being the manifestation of everything we usually abhor in the **N64** office, we found it difficult to be that harsh on it. You see, *Quack Attack* doesn't pretend to be anything it's not – it's just an unashamedly basic platformer. Everything it sets out to do, it does pretty much perfectly. The graphics, while not outstanding, are absolutely spot on for a Disney game. Duckburg, with its crooked steam-pipes and stylised architecture is an excellent example. The sound, again, lends itself perfectly to the action, with decent spot effects and the real actors' voices in the cut-scenes.

As for the way the game plays, well, there's nothing to get overly excited about: it's the usual jump-and-collect affair; 100 stars give you an extra life; and, as is normally the case, there are other items to be sought out. Collecting all of your nephews' toys, for example, will open up the chase level, where bears, cars and spooky hands pursue you over obstacle-laden courses. You also have to locate the four pieces of boss 'pie' in each stage in order to unlock the end-of-level foe and earn the right to progress to the next zone.

Obviously, there's a distinct feeling of déjà-vu here. We've seen all this before, and in some cases it's been done far better – but it's also been done so much *worse*. The more experienced gamer will whip through this in a few days, tops, but this *isn't* aimed at older gamers, and if you bear that in mind, *Quack Attack* is a perfectly competent Disney adventure, beautifully executed and challenging enough without being too frustrating. If you're over ten years old, then this is going to be a rental-*only* title, but if you're a Nintendo first-timer this Christmas, then you could do *much* worse than check this out.

GERAINT EVANS



Step into the changing room to select your preferred garment.

Once you've beaten the time challenge, you get a present.

RUN DONALD, RUN

In order to break up the platforming elements, the developers have added a *Crash Bandicoot*-style chase section to each zone. These can be quite tricky at times and will have you sweating in fear as you scrape over each obstacle. Not bad at all!



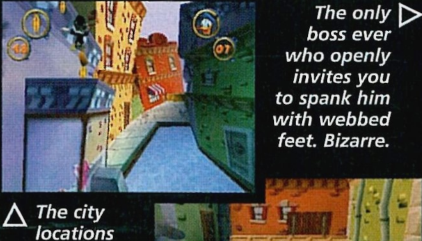




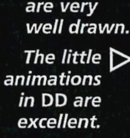
At the end of each stage you have to leg it from a variety of speedy foes.

The Spooky mansion level is one of the toughest.

DUCK



The only boss ever who openly invites you to spank him with webbed feet. Bizarre.





The city locations are very well drawn.

The little animations in DD are excellent.

The view can make accurate jumps tricky at times.

Yeah? But will she fancy a 50-year-old duck in a sailor suit?





A duck in a Hawaiian shirt being chased by a giant chicken. Nothing strange there, then.

It's the guy who's gonna whup yo ass – that's who!

pluses & minuses

+

- Excellent Disney-style locations.
- Real voice actors.
- Great bosses and chase levels.

–

- WAY too easy.
- A little frustrating.
- Not much variety.
- You've seen it all a hundred times before.

If you like this...

Kirby 64: The Crystal Shards
Nintendo
N64/45, 72%
The puffed pink one returns in this 3D-but-2D platformer that's over way too quickly.



8 VISUALS
Disney to the core, with good animation and a range of locations.

7 SOUNDS
Real voices for the cast, and decent enough spot effects.

6 MASTERY
It's not really true 3D – your N64 can do sooo much more than this!

6 LIFESPAN
There isn't even a pulse! Most players will have it beaten inside a couple of days.

VERDICT
A competent enough platformer that lacks originality and challenge. Only younger Disney fans need apply.





69%

pluses & minuses

+

- Different suits.
- It's Batman.
- You *will* complete it.

–

- Amazingly short.
- Amazingly retro.
- You will complete it *very* quickly.

If you like this...

Fighting Force
Crave
N64/37, 26%
Eye-wateringly bad 3D scrolling scrapper in the style of *Final Fight*.



3 VISUALS

The cut-scenes feature pics from the animated TV series, and hence aren't bad. The in-game graphics are weak.



3 SOUNDS

Thumpin' menu music, otherwise perfunctory. Mediocre effects.



2 MASTERY

We saw plenty of games better than this back in the late '80s!



1 LIFESPAN

This mild-mannered reviewer turned the air blue, it's so short.

VERDICT

In the modern world, publishers will knock out a truly appalling game and it will sell simply because of its licence. You have been warned.



16%

PREVIOUSLY IN N64 We tuned our, um, Bat-sense to *Batman* in the last issue.



Ooh! Dodge the flames, Batboy! Or fall over. Your choice.

We reckon the defensive suit is by far the best.

WHAT'S THE STORY?

Not being particularly avid fans of the new animated Batman series – now on the Cartoon Network and coming soon to ITV – we were a bit confused when some chap called Terry started skulking around in Batsuits instead of the famous Mr Wayne.

As the game's name suggests, the action here actually takes place some years *after* Gotham's original superhero roamed the streets: Bruce is now an old man, Tim Drake – Batman's faithful sidekick Robin – is a peaceful scientist, Arkham Asylum is in ruins, and all's well in the world...

The natter really brings the story to life. Nicely.

BATMAN OF THE FUTURE
RETURN OF THE JOKER

Ka-pow! Boff! Game! Rubbish!

A sideways-scrolling beat-'em-up, then, in almost-3D. Hardly fills you with joy, does it? We trusted Ubi Soft to inject some originality into the ancient formula, and just a dash of that *piquant* Batman sauce.

To be fair, the four powersuits on offer *are* pretty impressive. The Nimble one is good for jumping and gliding, the Standard for its weaponry, the Defensive for protection and the Offensive for making rude and ill-informed comments.

But that's one of the *only* good things about this otherwise simple and yet unengaging exercise in silliness. Otherwise it's a straightforward, left-to-right series of encounters with cronies. Bash Punch, Kick and the Special button, then pick up a key and progress to the next almost-identical room. Occasionally you'll bump into a boss, when it's best to just get as close as possible and deliver a flurry of the most damaging attacks available.

A lot of attention has been lavished on making the story feel like an episode of the series. Before entering each room, you get to 'listen' in on a conversation the cronies inside are having. This, along with some still-frame and text-chat cut-scenes, leads you through the machinations of the Joker's evil plan to burn a smiley face onto Gotham city. It's just a shame so little thought has gone into the repetitive and frustrating gameplay.

By far the most criminal thing about *Batman of the Future*, though, is that suddenly, after less than *two hours*' worth of play, it's all over. After discovering the technique of using the Defensive suit's special attack in conjunction with Blocking, the fight against the final Joker was over in a good 15 seconds. Positively dreadful, and proof of what a deeply pitiful game this is. Don't waste your money.

ALAN MADDRELL



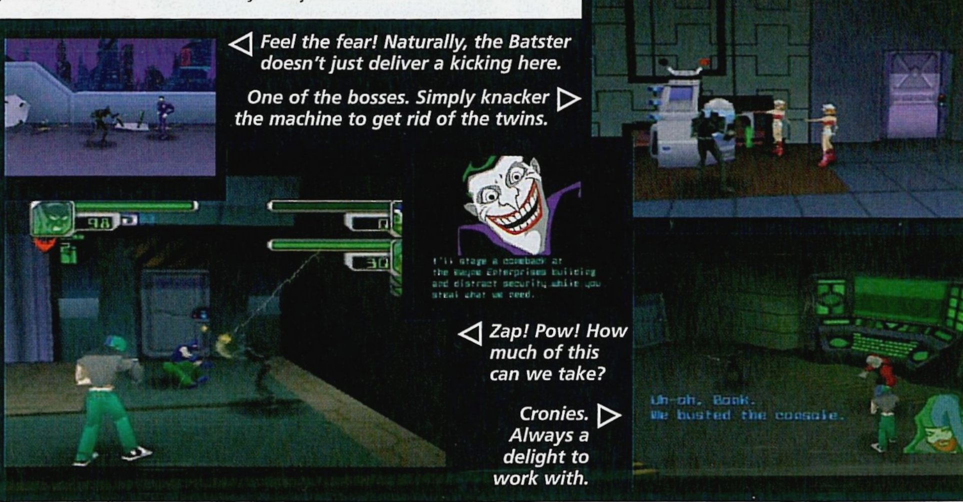
INFO BURST

BATMAN OF THE FUTURE: RETURN OF THE JOKER	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	TBA

COST: £30



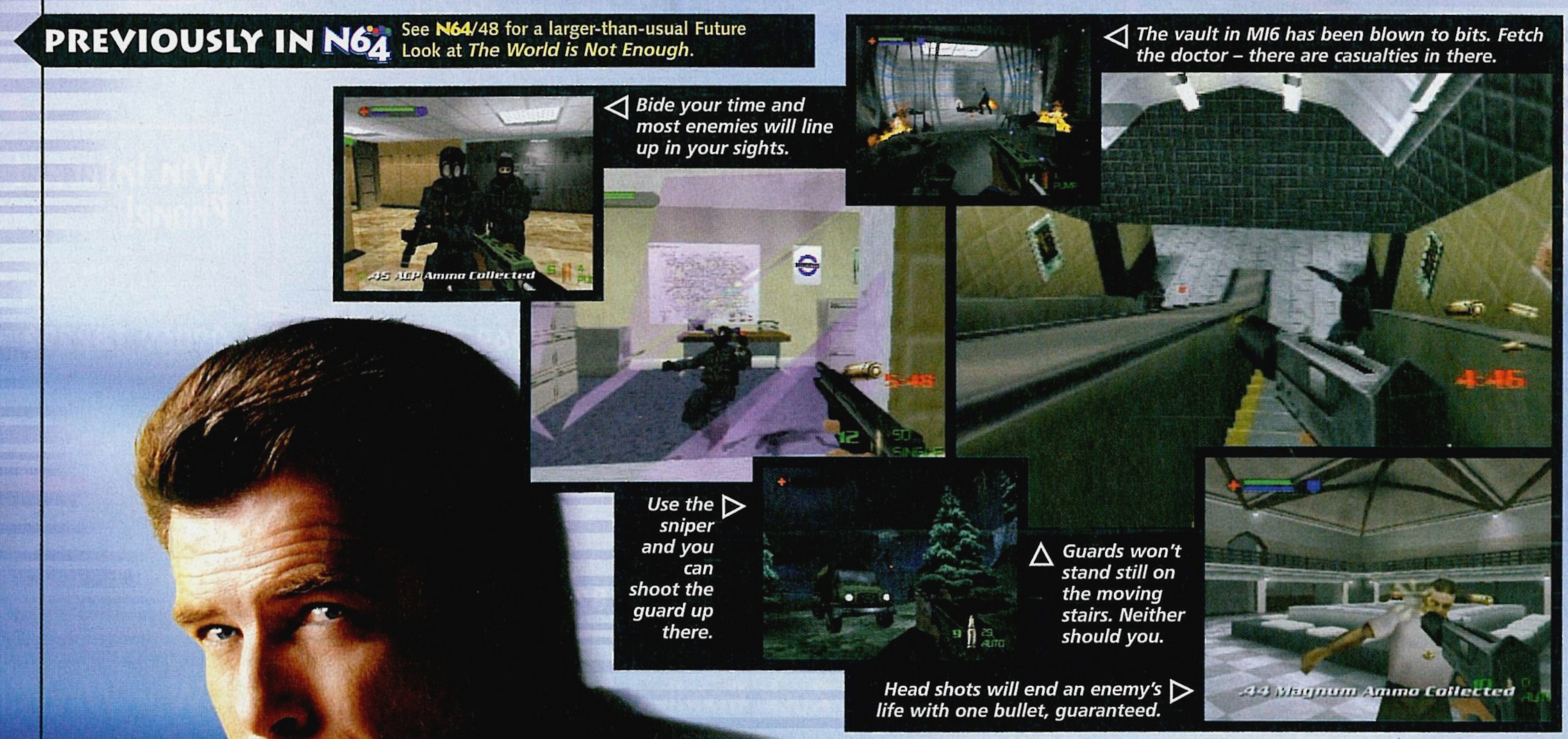
Feel the fear! Naturally, the Batster doesn't just deliver a kicking here.

One of the bosses. Simply knacker the machine to get rid of the twins.

Zap! Pow! How much of this can we take?

Cronies. Always a delight to work with.

PREVIOUSLY IN N64 See N64/48 for a larger-than-usual Future Look at *The World is Not Enough*.



Bide your time and most enemies will line up in your sights.

The vault in MI6 has been blown to bits. Fetch the doctor – there are casualties in there.

Use the sniper and you can shoot the guard up there.

Guards won't stand still on the moving stairs. Neither should you.

Head shots will end an enemy's life with one bullet, guaranteed.

THE WO NOT EN

EA drop a Bond bombshell – a non-Rare 007 game.

James Bond has finally returned. Since *GoldenEye* taught the world how to put together a film-licensed game *properly*, 007 has suffered the embarrassment of starring in some of the worst games in living memory on the PlayStation and PC. Now – at long last – he's back on the N64, and all set to put things right.

Despite first impressions, though, this *isn't* an official sequel to Rare's monumental blaster. The Twycross coders had the Bond licence ripped from their grasp by EA Games, who commissioned Eurocom – the Derby-based team behind last year's excellent *Duke Nukem: Zero Hour*, and *Hydro Thunder* – to put together *The World is Not Enough*. Eurocom, in turn, hit upon an ingenious idea: rather than deviate too much from *GoldenEye*'s winning formula, they'd follow it to the letter, creating – to all intents and purposes – *GoldenEye 2*.

Rare, presumably, aren't too happy about *that*. But with *Perfect Dark* still wowing the majority of N64 owners, Eurocom and *TWINE* are in direct battle with the development team that they've cheekily 'borrowed' most of their ideas from. Find out whether they can survive over the page...

INFO BURST

THE WORLD IS NOT ENOUGH

FROM:	EA/Eurocom
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	2 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Dec 8	TBA

COST: £40

The left-hand guy is clutching his leaking heart. Not bowing.

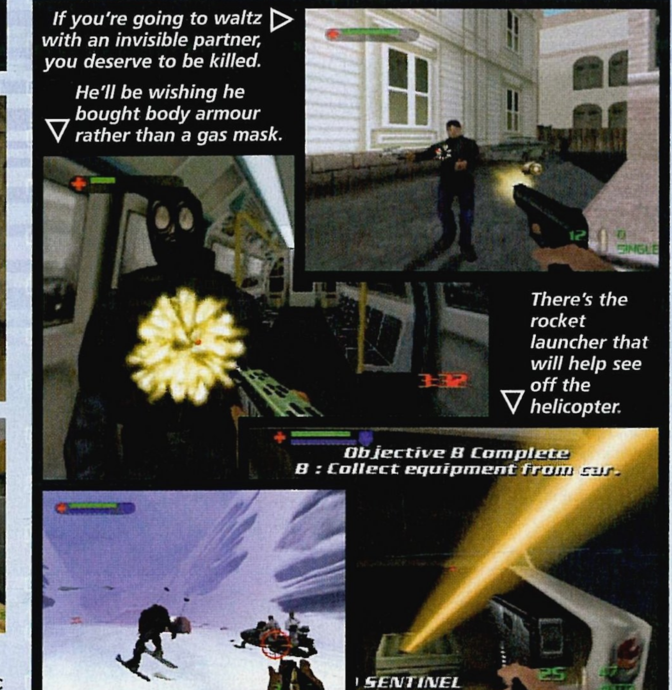
Tempting areas you can't access – à la GoldenEye – aren't uncommon.





TRIPLE AGENT

As in *GoldenEye*, all levels come in three difficulty settings – Agent, Secret Agent and 00 Agent – which vary in terms of number of bad guys, Bond's susceptibility to damage, and mission objectives. However, if you play the easiest level, *TWINE* isn't *quite* as successful as *GoldenEye* or *PD* at 'hiding' unimportant bits of the level from you, so you're often left scratching your head about a particular area or object before realising that it's only important in 00 Agent mode. The techniques used to make the levels trickier are sometimes irritating, too – such as throwing civilian security guards at you and relying on your twitchy trigger finger to shoot them dead, resulting in automatic mission failure.



If you're going to waltz with an invisible partner, you deserve to be killed.

He'll be wishing he bought body armour rather than a gas mask.

There's the rocket launcher that will help see off the helicopter.

Just like in the movie, Bond's boss M is captured by the evil Renard, and needs rescuing. Hasn't she got fat feet here?

RLD IS OUGH

N64 MAGAZINE STAR GAME

GO GADGETS GO

Q might be about to hand over his reins to R, but his harebrained legacy lives on...

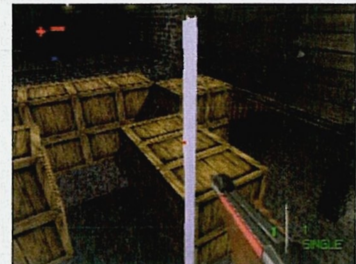
X-Ray Scanner

Invaluable during the Night Watch mission, but its pitifully poor field of vision means you'll need to switch it off to check for eagle-eyed guards in the distance.



Grapple-hook Watch

With a nod to *Zelda*'s hookshot, Bond's able to affix a rope to certain sections of ceiling and clamber up to otherwise inaccessible areas. Spiderman, eat your heart out.



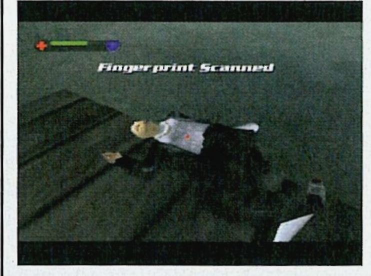
Bomb Disposal Kit

A minigame in itself, this. The object is to keep the red bar high with taps of Z while the blue bar slowly descends. Tap too fast, though, and Bond ends up in bits.



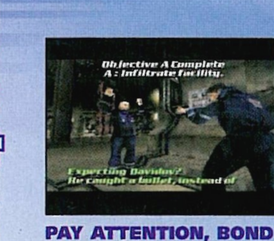
Fingerprint Scanner

In the Fallen Angel level, 007 comes up against a fingerprint-locked door. The solution: kill one of Elektra's goons and steal his fingerprint with this gadget. Clever.



GO! GO!





PAY ATTENTION, BOND

There's at least an hour of speech shoehorned onto the *TWINE* cart, from Q and M's extensive mission briefings to simple 'hellos' from incidental characters. John Cleese – 'R' in the film – is the only original movie actor to voice their character, but the impersonators hired for the others are impeccable – especially the Pierce Brosnan-alike behind 007 himself.

HOW TO... break the bank level

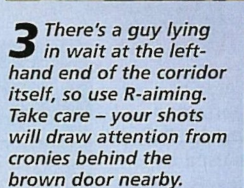
You're dropped into the thick of the action almost immediately in *TWINE*'s 00 Agent mode...



1 Head right first and follow the doors to find the safety deposit area, and your Appointment Card and Flashbang Gun. Now you can get past the guard back at reception.

2 Upstairs, it all kicks off after Lachaise snuffs it. Shoot the guard on the floor – he's only unconscious – then take the white door through to the corridor, and henchmen aplenty.





3 There's a guy lying in wait at the left-hand end of the corridor itself, so use R-aiming. Take care – your shots will draw attention from cronies behind the brown door nearby.

4 Around the corridor is another baddie, and a security guard who you'll have to Watch Dart to avoid a civilian death-count. It's the same story after the next corner.

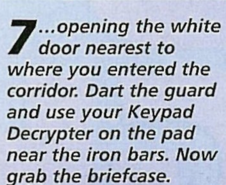




5 Through the brown door you'll discover all sorts of friends to shoot or dart. If you're running out of ammo at this point, open the cabinets with B to collect the guns.

6 Also sitting here is a safe. Whip out your Safe Cracker and lever open the box to collect a wealth of goodies, including a swipe card that's just perfect for...





7 ...opening the white door nearest to where you entered the corridor. Dart the guard and use your Keypad Decrypter on the pad near the iron bars. Now grab the briefcase.

8 The other swipe-card door is at the opposite end of the corridor. Deal with the fellas within, then point your Data Scrambler at the VCR in the corner and press Z.





9 We're off downstairs now. Use the lifts, or the staircase through the brown door from Lachaise's study. Security guard reinforcements will pop up all over the shop, so have darts ready.

10 Select 'Unarmed', as we want to avoid attention in the bank's main reception. Don't worry about the X-ray scanner – just stride through, then out the revolving door.



BOND'S WORLD

Since *GoldenEye*, Bond's world has become much more animated. Buses trundle along the top of bridges, aeroplanes come in to land on airstrips, working escalators bring guards slowly towards you in the London Underground station – *TWINE*'s levels are that much more *alive* than Rare's own. Moving scenery isn't all for show, though. Bridges in the City of Walkways float on water and bob from side to side, often sending Bond toppling into the drink, and, in the nuclear test facility at Kazakhstan, grabbing onto a slab of ceiling scenery is the only way to avoid being torn to pieces by one of Renard's many, cunningly-placed bombs.





THE ADVENTURES OF 007

We showed off a selection of *TWINE*'s levels last month. Here are three more...

NIGHT WATCH



Great stuff. In the dead of night, creep your way around and inside a colossal mansion, without being seen *or* killing anyone. Roving cameras litter the area, which is where the Data Scrambler comes into its own, tampering with the monitors in heavily-guarded security huts. Plenty of *GoldenEye*-style padlock-shooting, too.

CITY OF WALKWAYS



This is split into two parts – a fairly simple shoot-out on wooden walkways, followed by a terrifying chase over the same area, with helicopters buzzing overhead. The final battle features you, a bomb-chucking chopper, and a rather large guided-missile launcher. Oh, and you get to ride the odd conveyor belt, too.

A SINKING FEELING



This is *TWINE*'s answer to *Perfect Dark*'s Pelagic II, as Bond sneaks his way onto a submarine to rescue Christmas Jones. Action-packed gunfights in tight corridors are the order of the day, with the bereted guards making a beeline for the alarms at every opportunity. The glow of the corridors during a red alert is terrifying.

WEAPONRY



Technically, guns are forbidden – but it'd be rude not to sneak up on the guards with a **Silenced P2K** and chuckle as they surrender in fright.

WEAPONRY



The **GL40**, a single-shot grenade launcher that's *very* tough to find ammo for. 'Damage: Very High', says the weapon information screen. It isn't joking.

WEAPONRY



The **PDW90** is a Belgian 'personal defence weapon'. Its high-speed bullet-spitting is just perfect for disposing of those irritating, alarm-tripping guards.



HI SPY
Although an Expansion Pak isn't required to play *TWINE*, if you've got the red box of tricks nestled inside your N64, you can access the game's 'Hi-Color' (i.e. high-resolution) visuals. It *does* make a fair difference to scenery and characters, but – inevitably – the framerate suffers slightly. The choice, as they say, is yours.

Before the *The World is Not Enough*'s title screen arrives on-screen, no fewer than *ten* company logos flash past your eyes. EA, MGM Interactive, Motorola, Danjaq and others all vie for a share of the plaudits and profits of this latest N64 Bond epic – but only one deserves credit. Derby coders Eurocom have resisted the temptation to simply cash in on 007, and delivered an absolute corker of a game.

As promised, this is *GoldenEye 2* in all but name. The speed of Bond as he runs, sidesteps and guides his red crosshair towards an enemy's head; the mix of indoor and outdoor levels that both follow, and deviate, from the plot of the movie; the swinging back and forth between frenzied gunplay and spine-tingling stealth – Eurocom have brazenly reached into Rare's epic, ripped out its guts and tucked them securely into *TWINE*'s belly. It could easily have backfired, but with the mechanics of *GoldenEye* having been emulated so astonishingly well, *TWINE* is a superb game in its own right.

By and large, the mission content treads familiar territory – find and defuse bombs, shoot terrorists to save hostages, lead bumbling allies to safety, avoid peppering civilian skulls with bullets, and so on. Unlike *GoldenEye*, though, the *pace* of the missions is breathtakingly quick, and one objective is barely over before *TWINE* drops another in Bond's lap – often via a staggering set-piece. Where Rare only managed the odd explosion, Eurocom bring us booby-trapped staircases shattering above your head and buzzsaw-equipped helicopters lopping corners off buildings before your eyes. And with most missions taking place against the clock, *TWINE* will have your shattered nerves waving the white flag well before the start of the second level.

Naturally, there's shooting, and plenty of it. Ear-splitting gunfights are ten-a-penny as hordes of Renard's men ambush you from around corners, duck behind crates and – seemingly determined to outsmart Rare's own cronies – spot you through windows before taking glass-shattering pot-shots. Analogue gun-control is perfect, making lining up an enemy's hand or crotch in your sights simplicity itself, and everything from the animation of empty bullet-cases flying from a gun, to the way guards reel backwards from the force of a bullet to the shoulder, is impeccably realised. *GoldenEye* bigots might quibble at the relatively weedy selection of guns and the curiously *soulless* feel at times, but *TWINE* is unarguably gripping gunplay at its best.

TWINE's visuals are more than equipped to cope with the action, and – pay attention, Rare – you won't need an Expansion Pak to run them. There's a palpable atmosphere courtesy of the almost ridiculous attention to detail – the cavernous reception of the first level's bank is modelled right down to visibly soft cushioning on the receptionist's chair – and it's the sheer scale of Bond's surroundings, coupled with incidental details like boats steaming along the Thames and wandering citizens chatting to you, that make the sense of scampering around a real world utterly convincing. It's jerkier than *GoldenEye* at times, but with big, beautiful levels such as sprawling mansion grounds and deserted airfields, that's forgivable.

VERDICT ***Eurocom have reached into Rare's epic, ripped out its guts and tucked them into TWINE's belly.***

△ It's up to you to lock MI6's windows and stop baddies crashing in.

△ Fancy taking a ride in that car? Too bad.

Damn that Zukovsky – he just won't die. ▷



pluses & minuses

+
- Just like *GoldenEye*.
- Fast-paced blasting and superb stealth.
- Hugely atmospheric environments.
- Fairly enjoyable multiplayer.

–
- Occasionally brain-dead enemies.
- Frustrating linearity.

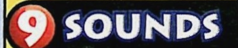
If you like this...

GoldenEye
Rare
N64/9, 94%
Goes without saying, really.



9 VISUALS

Simply stunning surroundings, although it chugs a bit in the larger areas.



9 SOUNDS

Superb speech and stirring tunes, but where's the proper James Bond theme?

8 MASTERY

Pushes the N64 hard, but not nearly as hard as *Perfect Dark* does.

8 LIFESPAN

Much shorter than *GoldenEye* in one-player, but the multiplayer saves it.

VERDICT

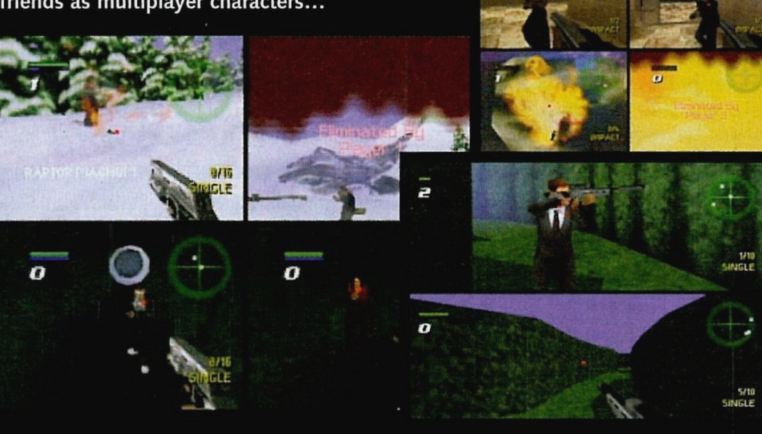
It might not have many new ideas, but *TWINE* shoots, sneaks and snipes with the best.



88%

THE MULTIPLAYER

If you've played *GoldenEye* and *Perfect Dark*, you'll know exactly what to expect of *TWINE*'s multiplayer. Plenty of modes – including the classic King of the Hill – a full collection of both old and new Bond characters, and 15 maps of frantic first-person blasting. It has its shortcomings – not least the wall-bashing, misfiring idiocy of the computer-controlled bots – but otherwise it's superb fun, especially using maps like Air Raid, which takes place atop an in-flight aeroplane. The only thing missing is a Licence To Kill-style 'one-hit kills' mode – and, of course, Sean Connery, Roger Moore and friends as multiplayer characters...



In fact, that sprawling mansion ground plays host to *TWINE*'s best feature: stealth. Eurocom have worked absolute wonders here, and your heart will be racing as you crawl slowly past patrolling guards in the dead of night, flick on X-ray goggles to check the coast is clear, and quietly launch drug-laden darts at a distant enemy before watching him silently flop to the floor.

Admittedly, the guards' questionable AI makes creeping about less impressive than it might have been – the fools barely notice nearby friends bleeding to death, and regularly fail to spot you standing *right next to them* – but *TWINE*'s sneak-'em-up action is still heart-stopping stuff.

What *is* a shame is that it's nearly impossible to employ stealth in the carefully stage-managed action levels, and that betrays a fundamental problem with *TWINE* – this is a game that often callously punishes experimentation. There's a fairly specific route through each section of each level, and it's game over if you get it wrong. Bank security guards can be drug-gunned into unconsciousness, for example, but punch them and you'll be told you've 'killed innocent civilians'. Certain enemies in the mansion level will end the mission immediately if they spot you, while others won't. *Perfect Dark* encouraged you to wander freely and mess about with guns and gadgets – with interesting or surprising consequences – and it's irritating to be sent right back to the start if you wander from *TWINE*'s internal script.

More niggles? The skiing section is the equivalent of *GoldenEye*'s dull St Petersburg level – a fast-paced chase down a snowy mountainside that's technically impressive, but seems like it's never going to end, with minute after minute of tedious on-rails shooting. The final level, too, is as anti-climactic as they come. And, for some reason – perhaps the slightly jerky animation on the guards, perhaps the weightless feel of the guns, or the less deliberate nature of the levels – *TWINE* doesn't quite feel as 'special' as *GoldenEye* or *Perfect Dark*. Which is partly why the multiplayer fails to match either of those games'.

MASTERY ...your heart will be racing as you crawl slowly past patrolling guards, flick on X-ray goggles and quietly launch drug-laden darts...

Otherwise, Eurocom have done the impossible – they set out to capture the brilliance of a 93%-rated game, and they've largely succeeding. They've delivered exactly what 300,000 *GoldenEye* owners have been crying out for – more *GoldenEye* – and, in many places, have managed to trump Rare in conjuring up that tangible Bond atmosphere.

If *PD*'s spaceships, aliens and outrageous guns left you gagging for more, *The World is Not Enough* will leave you – yep – shaken *and* stirred.

MARK GREEN



Backgrounds stretch for miles. Lovely.

The delectable Ms Jones is around here.

Keep an eye out for guards just before you drop into the sub.

How not to avoid killing innocent civilians. That's game over.

PREVIOUSLY IN N64 We haven't covered the antics of the cat and mouse before. Probably a good thing, that.

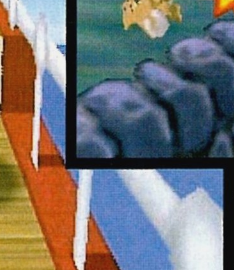


JERRY NO-MATES
The only thing that could have saved this game from the whupping it deserves would have been the inclusion of a half-decent multiplayer option. Sadly, there's no four-player at all and the two-player game is exactly the same as the single-player. Never mind, you'll be hard pushed to find a mate willing to play this anyway.

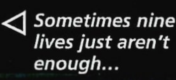


△ *Jerry dishes out some traditional cat whuppin'.*

The levels don't look too bad – but they're all basically the same, and equally as dull. Shame. ▷



△ *Looks like fun doesn't it? Well it's not.*



◁ *Sometimes nine lives just aren't enough...*



There are loads of weapons to choose from – if you can be bothered. ▽

△ *Each level has its own natural hazard to avoid.*

◁ *Even the power-ups make no difference.*

TOM & JER
FISTS OF FU



The cat and the mouse battle it out.



INFO BURST

TOM & JERRY: FISTS OF FURRY

FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec 8	TBA

COST: £40

Now, we weren't exactly busting to get our hands on a copy of *Tom & Jerry*, but after *Super Smash Bros*, the general consensus was that another multiplayer smack-fest couldn't be a bad thing. How wrong we were.

When you think of fighting games you generally conjure up images of sweaty-palm inducing special attacks, and frantic, pulse-racing multiplayer mayhem. Both of which are strangely absent from this particular gaming travesty. First of all, there are *no* special attacks – not a single one. Instead, developers New Kid Co. have opted for just one basic attack, coming in the form of a button-bashing, brain-numbing, punch-punch-kick-style combo.

In conjunction with this truly inspiring stroke of genius, you can also pick up various objects that are littered around the arena floors. These range from chairs and frying pans to tomatoes and bird-feeders and you can either hurl the object straight at your opponent or wield it like a club and spank the living daylights out of them.

So that makes a whopping *three* moves in total – six if you count the same moves but performed in mid-air. As you can imagine, this doesn't exactly make for engaging gameplay. Instead it's simply a case of waddling around the arena, racing your opponent to the available objects in the desperate hope that you can pick something up before they do, and then smacking it over their head.

VERDICT *Another top-notch licence let down by lazy and cack-handed execution. Avoid.*

Granted, it doesn't actually *look* too bad. All of the eight characters are well drawn and not too badly animated, while the locations, such as the kitchen and backyard, are quite similar to those you'll remember from the manic cartoons. In fact, from the screenshots you could

RY
RRY

easily be deceived into thinking that *Fists of Furry* is a faithful rendition of the Warner Bros classic. You'd be wrong. It's not even funny.

After a mere five minutes of playing, you know you've picked a real stinker of a game. The sheer shallowness of the experience is enough to drive you mad as, bout after bout, you employ *exactly* the same tactic, sliding around the floor, battling against inexcusably unresponsive controls and laughable collision detection.

As is all too common these days, *Fists of Furry* has emerged as another top-notch licence let down by lazy and cack-handed execution. This is destined to languish in budget bins nationwide. Avoid at all costs.

GERAINT EVANS

△ You think *you're* angry. Try playing the damn thing.

△ Different environment, same old gameplay...

YAWN-ER BROTHERS

Any game which can be summed up in just six screenshots has got to suck. Here is *Fists of Furry* in its entirety – don't get *too* excited now...

1 Start off with the oh-so-amusing taunt sequence before kicking in to the... um... action.



2 Wha-hey! Start battling by grabbing the largest object to hand and lobbing it at your foe.

3 See a handy club? Waddle up to it, grasp it in your claws and get spanking.

4 Time to get up close and repetitive. Hammer A like there's no tomorrow... Yaaaawn.



5 Oooh! A power-up. Lets see if this makes a blind bit of difference to the gameplay...

6 Nope. It's still as dull as ever... Make a cup of tea before repeating the above. Zzzzzz...

DON'T TRY THIS AT HOME

In each environment you get the chance to wreak havoc on your foe with all manner of objects. In conjunction with those you can pick up, there are all kinds of hidden dangers native to that particular arena. If tedium doesn't kill you first, you'll be able to witness 'hilarious' moments, like Jerry tearing around with his butt on fire. Oh, how our sides ache...



△ *Tom tries his best to cover his face in shame. The embarrassment is just too much.*

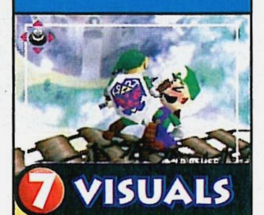
pluses & minuses

+
- All of your fave characters.
- Easy for younger players.

–
- *Very* shallow gameplay.
- No special moves.
- Awful collision detection.
- Slow and unresponsive.
- Dump multiplayer.

If you like this...

Super Smash Bros
Nintendo
N64/36, 90%
An outstanding example of a multiplayer slap-fest. Essential.



7 VISUALS
All characters are faithfully represented, but they move sooooo slooooowly.

5 SOUNDS
Rubbish. Sound effects do nothing to capture the manic cartoon fisticuffs.

5 MASTERY
Lazily programmed and cobbled-together. Laughable and offensive.

4 LIFESPAN
Five minutes of playing and you'll be frantically scrabbling around for that receipt.

VERDICT

This could have been really great but *Fists of Furry* is ruined by a complete lack of thought and effort. Shame, that.

35%



SPANISH INQUISITION
There's been much speculation about the role of the Spanish announcer's table in ringside antics, and we can now confirm that there is a table just south of the ring, if you see what we mean. You can hop onto it, throw folk off it or throw folk against it. Good stuff, but you can't smash it over your mate's head, and neither can you smash his quivering body through its splintery planks. Shame, that.





Time for a tasty lashing of spine-compression, served up by the lovely Viscera. As Michael Caine would say, he's a big lad.

The name says it all. Just try taunting this cheeky fella.

Climb it while they're not looking. Nice going, sir.

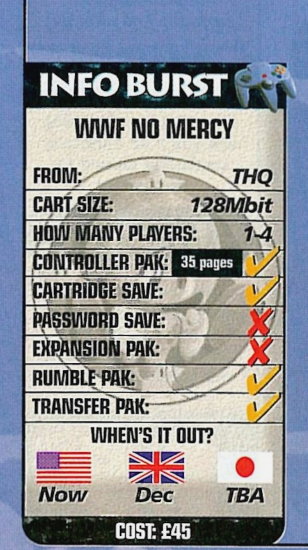
Sad to think these dopes earn such a pitiful sum.

Croipes! Even Oi'm in dis 'ere game! Pukka, guv'nor!

When our created wrestler comes a-wooin', all the ladies go a-runnin'. Poor chap.

WWF NO MERCY

Best rassler ever? Let's rock!



INFO BURST

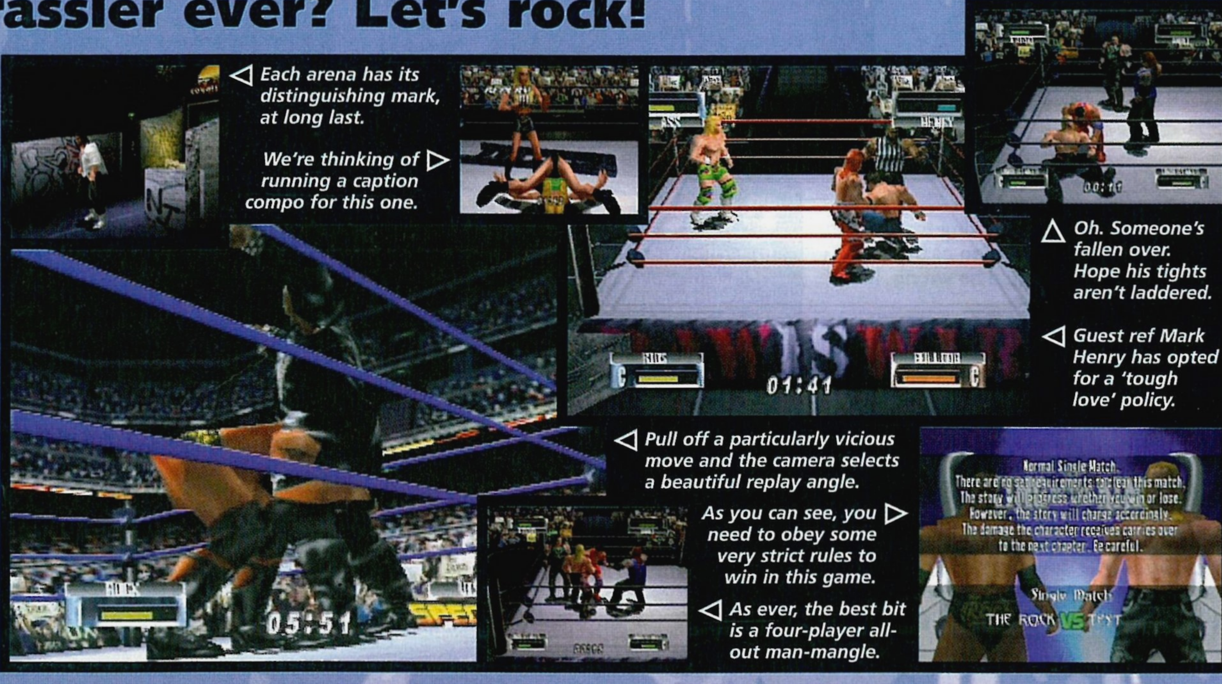
WWF NO MERCY

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 35 pages	✓
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✓

WHEN'S IT OUT?

US	UK	Japan
Now	Dec	TBA

COST: £45



Each arena has its distinguishing mark, at long last.

We're thinking of running a caption compo for this one.

Oh. Someone's fallen over. Hope his tights aren't laddered.

Guest ref Mark Henry has opted for a 'tough love' policy.

Pull off a particularly vicious move and the camera selects a beautiful replay angle.

As you can see, you need to obey some very strict rules to win in this game.

As ever, the best bit is a four-player all-out man-mangle.

OUTBACK EXCURSIONS

Each arena has some unique backstage areas to stomp around in. Like some deranged and sweaty Judith Chalmers, we highlight some of the best…

ENTRANCE AREA

Not spectacularly interesting, this one, but if you drag your foe outside the ring area you can lay down the smack where you'd normally do your posing. Each of the arenas has a different one. Obviously.



CORRIDOR

There's an excellent view of your rasslers legging it along here, plus it's the route to the more vicious locations. You can also find a variety of sharp objects lying around to cause some pain with.



BAR

Nice to see that the superstars have healthy lifestyles. We loved jumping on the pool table and re-enacting Robert de Niro's cue-swinging bit in Martin Scorsese's excellent Mean Streets. But in lycra.



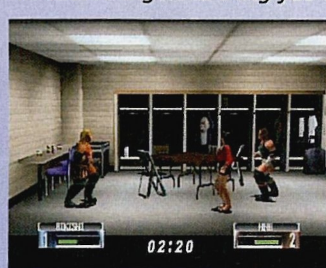
CAR PARK

Ouch. A large, open area. We were hoping that you'd be able to run the chump over, but we're just as happy being able to lob the chap in the back of a truck. No escaping from there, more's the pity for him.



DRESSING ROOM

Sweaty underwear abounds here, but it's not the most dangerous thing you can pluck from the crazy men's lockers. It looks like the good ladies get suited-up here, too. Things could turn ugly.



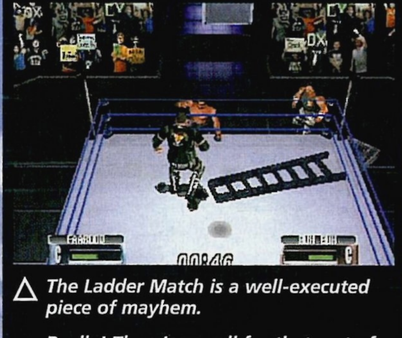
BOILER ROOM

Can you imagine anything more hardcore than throwing some crazy fool against a piping-hot furnace? This is where it's at. Grrr! Sadly you can't burn the body, though. That'd be a bit much.



MERCY

N64 MAGAZINE STAR GAME



△ *The Ladder Match is a well-executed piece of mayhem.*

▽ *Really! There's no call for that sort of behaviour at all.*



It's that time again: the arrival of another update/overhaul of the whole wrestling business. Previous attempts at the spectacle have been rather hit-and-miss, but THQ's *WWF Wrestlemania 2000* scooped the title belt when it arrived last Christmas with the most impressive performance so far.

And we've been getting oiled up and ripped for its successor, *WWF No Mercy,* for quite a while, drooling over the prospect of Ladder Matches, backstage brawls and the like taking the *Wrestlemania* rasslin' experience to new heights.

Developers Aki/Asmik have hit upon a combination that sells, and by the People's Elbow they're running with it. The controls will be instantly familiar to devotees of the noble art of wrestling (and we know there are more than a couple of you out there), receiving only minor tweaks here and there.

You'll find some new moves, new wrestlers (including Tazz, Rikishi, Kurt Angle et al) and improved graphics. But to be fair, *No Mercy* still suffers from the same occasionally dodgy character modelling and finicky collision detection that characterised earlier outings.

The crowd are still defiantly 2D, with highly rudimentary two-frame 'animation'. And yes, sometimes you can find yourself being mercilessly pummelled, unable to move, for a good minute and a half. All familiar 'issues' that could only be solved with a major overhaul to the whole system (Gamecube, anyone?).

But there is so very much that has been added. The Ladder Match has the same kind of high-flying, nerve-testing tomfoolery that we liked so much about the Cage Match. Take the ladder into the ring, brain your opponent with it, then climb up and grab the belt. The best bit here is smashing the ladder away from beneath your foe, sending him crashing to earth. It's an entertaining romp, but you'll get even *more* enjoyment from chuntering about backstage, taking your disputes into the car park.

Speaking of which, this is where *No*



GO! GO! ▷

THE OLD CLARET
Every couple of months the goodly Dr Kitts is besieged by enthusiasts lusting for blood. Normally he sees to these after sundown, except for the ones wondering why there's no blood option in *Wrestlemania*. And a wave of similar *No Mercy*-themed queries is sure to be on the cards. The absence of free-flowing claret is a European thing, since, rather confusingly, it's considered okay in the States to show young 'uns a bloke causing his colleagues to part with the red stuff. This from the country that prompted the removal of face-mapping from *PD*. Go figure, as they say across the pond.



WHAT MORE?
Yep, there are indeed many things to unlock in the Smackdown Mall, but the manual hints that there's plenty of *hidden* stuff as well – developers Aki/Asmik are known for putting in extra secrets. In *Wrestlemania* you had to complete certain scenarios with a specific character to unlock the nutritious goodness, but to find out what you need to do in *No Mercy*, you'll have to watch this space.



IT'S ONLY A GAME SHOW

That whole scenario business still not clear? Follow our feeble attempts at a career, then.



1 We've decided to have a crack at the Intercontinental Belt with the people's champ, The Rock. Time for a little bit of introductory smack talk, we reckon. Always entertaining.

2 Yay! First up is Albert. We dispatch this second-rater with a good dose of humiliation. If we had lost, the plot would have taken a turn for the worse.



3 Next up is Chyna, who we count out of the ring, but just outside the three minutes allowed. This counts as a loss, which ain't good. Curse these restrictive rules!

4 Crash starts dissin' us, so we take him on in a Hardcore match which we have to win to continue. Application of dustbin = victory. Have a slice of that, sir.

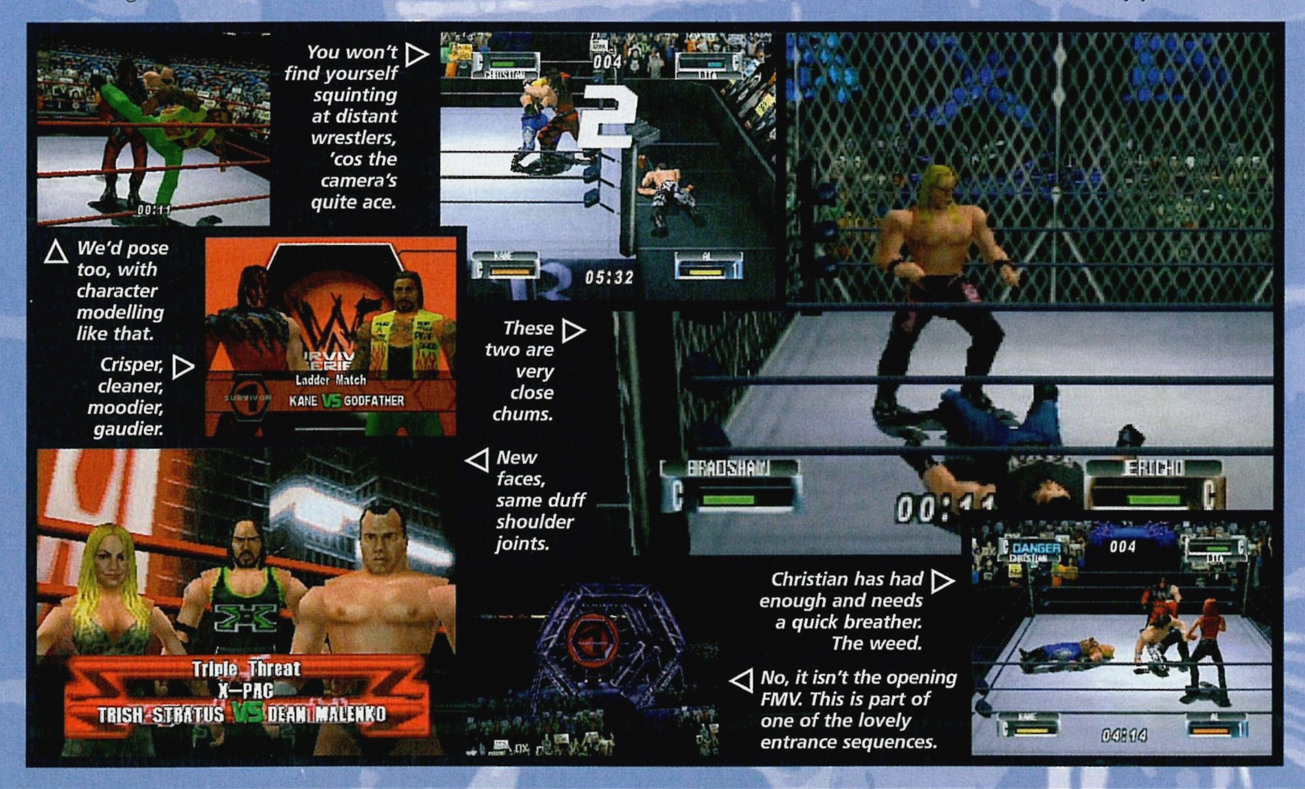


Mercy really shines. With the Hardcore rules selected, you can throw your opponent out of the ring area and back up towards the entrance. From there you can propel them backstage, where there are several more rooms. Each arena has slightly different areas to explore, all with weapons scattered round about – dustbins, microphones, chairs, even the odd bunch of roses. When you drop (or throw) a weapon, it doesn't just vanish from existence – you can pick it up again or go find a new one. We've managed to get four weapons plus two sets of corner stairs into the ring at the same time.

The system of competing for belts has also been given a thoroughly pleasing overhaul. Instead of simply taking part in a series of characterless bouts until it's all over, this time you enter a nicely-executed story, complete with intrigue, backstabbing and drama.

MASTERY *With the Hardcore rules selected, you can propel your opponent backstage, where there are several more rooms.*

During the Hardcore tournament, for example, you'll frequently be accosted by wrestlers with a 'beef' in the car park, the dressing room and so on. What's more, the story will change dramatically depending on whether you win or lose certain matches. Eventually you'll reach a



You won't find yourself squinting at distant wrestlers, 'cos the camera's quite ace.

We'd pose too, with character modelling like that.

Crisper, cleaner, moodier, gaudier.

These two are very close chums.

New faces, same duff shoulder joints.

Christian has had enough and needs a quick breather. The weed.

No, it isn't the opening FMV. This is part of one of the lovely entrance sequences.

5 Viscera pins us, then so does Test. The MacMahons have proposed a dodgy deal, which we gracefully decline. Possibly not a wise move.

6 Indeed not. We get our shot at the title, only it's against both McMahons at the same time. Unsurprisingly, it's curtains for his Rockness.

MALL RATS

Like those pokey little electrical shops, the Smackdown Mall is the kind of place you can buy absolutely everything; but it'll cost ya. The joy of wielding a barbed-wire wrapped two-by-four will set you back a princely WWF$1,000, for example. Now consider that you get WWF$300 or so for winning a typical scenario match. To get everything available will take more time than we care to think about, but there's some fantastic stuff to be had, like the 'Kitchen Sink' move or the Backlash arena. And then there's a little bit of Rare-style dairy magic. Ponder that…



Strange but true: Alan's girlfriend's dad's back was knackered by a cheese like this.

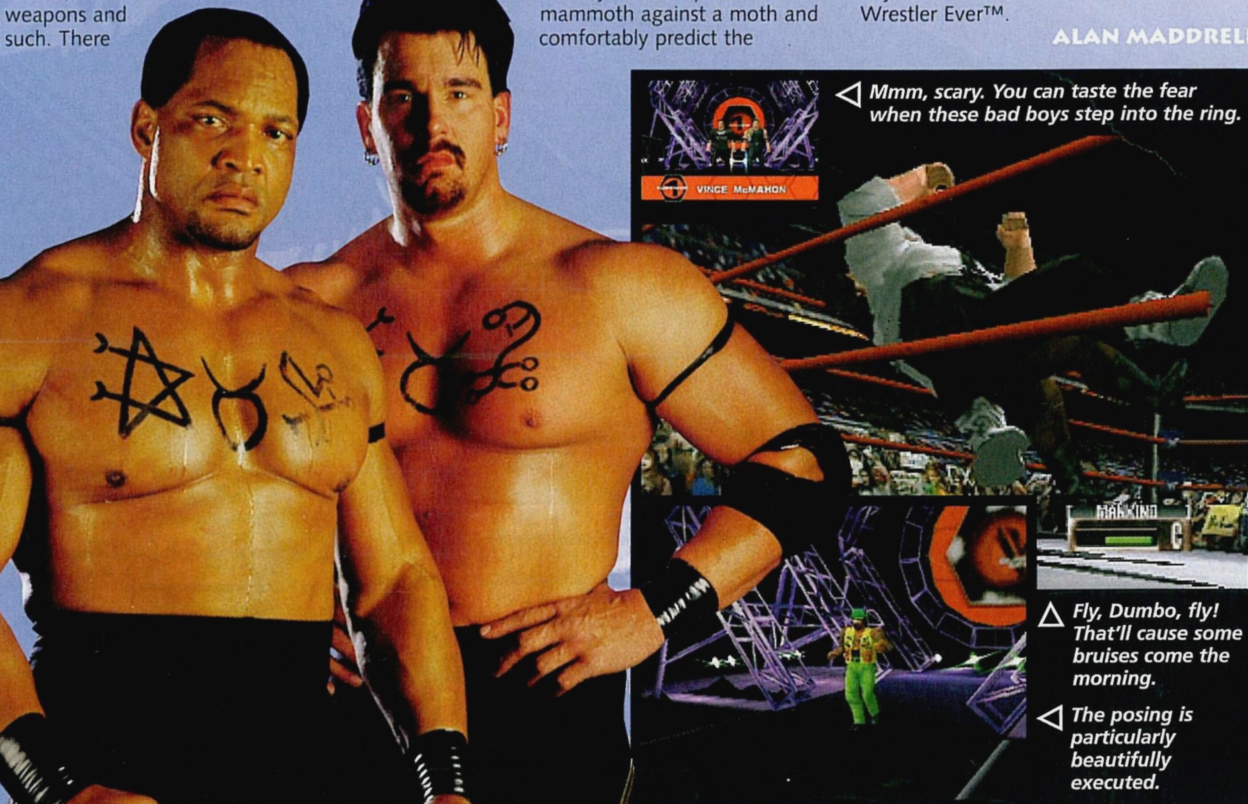
point where you need to win in order to continue. Fail enough times (using up a limited supply of continues) and your hopes of a new trouser-keeper-upper are over. Frankly, this new element is damn lovely and will ensure you keep hammering away at those competitions until your fingers drop off.

On top of the addition of the Smackdown Mall (see the box above for details) the Create-a-Wrestler has been expanded to include more costumes, moves, weapons and such. There aren't many more options to twiddle than there were in *Wrestlemania*, but the added freedom of choice, plus use of the Mall, should enable you to recreate any wrestler you desire – in the unlikely event that your fave fella isn't already in the enlarged line-up.

The AI and the quality of the sound samples have been stumbling blocks of wrestling games in the past, but it seems that both have been noticeably tweaked. Gone are the days when you could pit a mammoth against a moth and comfortably predict the outcome. The truth is, all the wrestlers are very well balanced, which makes for a genuinely challenging struggle for belts. Even the mullet-tastic rawk entrance music is crisper, so you can rock out without straining your ears.

So, Aki/Asmik have been busy then. Good-o. Some may have been quietly dreading some half-assed update which would promise, but not deliver. Not so. It's a phrase that's as well-worn as Mr Ass' support hosiery, but *WWF No Mercy* is, beyond a shadow of a doubt, the Best Wrestler Ever™.

ALAN MADDRELL



Mmm, scary. You can taste the fear when these bad boys step into the ring.

Fly, Dumbo, fly! That'll cause some bruises come the morning.

The posing is particularly beautifully executed.

pluses & minuses

+
- Masses of new things.
- Improved sound, AI and create-a-wrestler…
- You'll keep coming back.

−
- It's a wrestling game.
- Slow, heavy handling.
- Collision detection isn't perfect.

If you like this...

WWF Wrestlemania 2000
THQ
N64/36, 90%
The best rassler out there before *No Mercy*'s arrival.



8 VISUALS
Crisper than *Wrestlemania*, that's for sure. But still not quite magnificent.

9 SOUNDS
Music for mouth-breathers, but nicely compressed onto the cart.

9 MASTERY
Could they cram any more stuff in? Lots of niggles from previous games have been fixed.

9 LIFESPAN
The replayable scenarios, plus a rib-tickling multiplayer will make this last.

VERDICT
Bandannas off to THQ for producing, yet again, the most respectable game of its type. Even hardened cynics should lap this up.

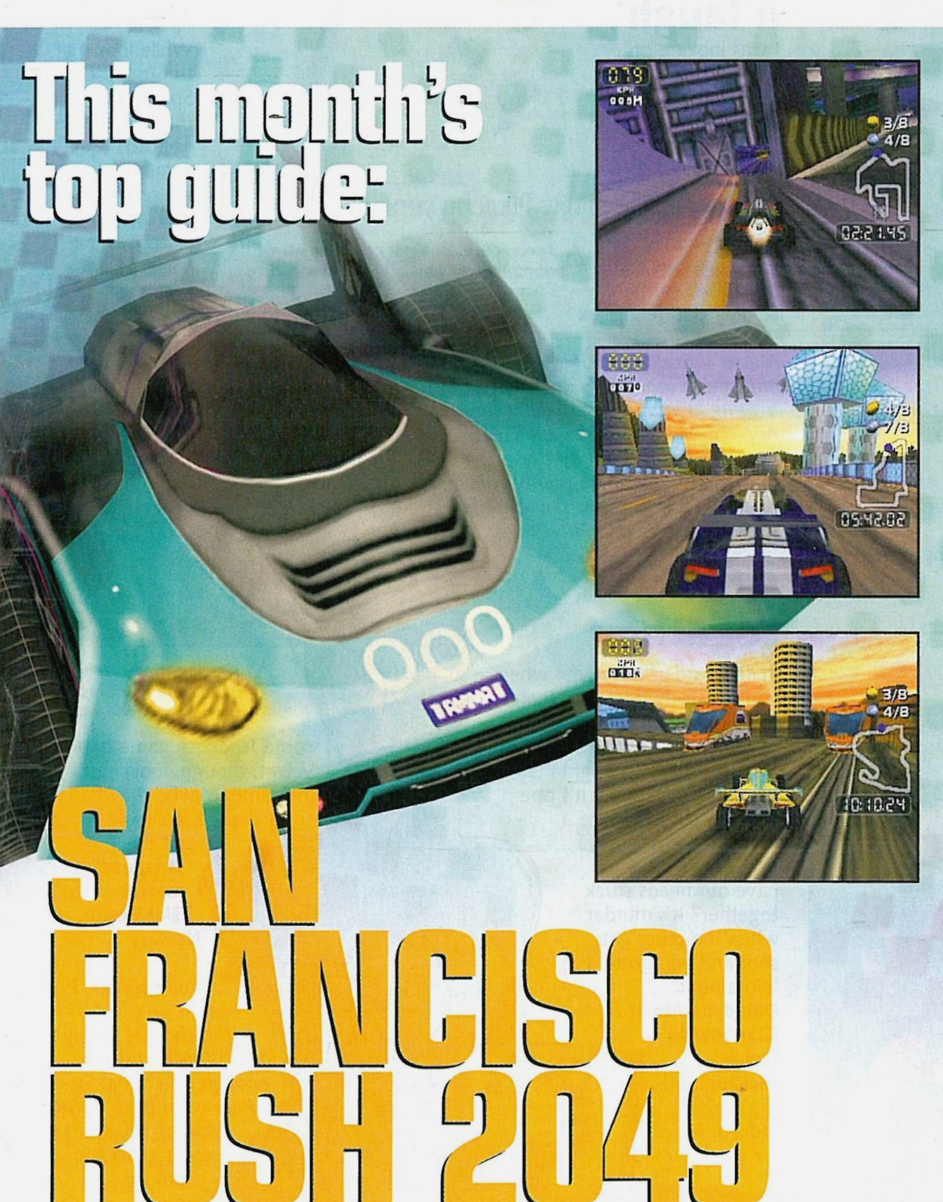



GamesMaster
would like to extend its
deepest sympathies to the
Croft family following
the tragic death of Lara.
She will be sadly
missed....
Photographs
Back from the dead in the best Tomb Raider yet?
FIRST REVIEW OF TOMB
RAIDER CHRONICLES ONLY
IN ISSUE 101 OF
GAMESMASTER.
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Games Master
TOMB RAIDER RETURNS!
DRIVER 2
XBOX XCLUSIVE!
DINO CRISIS 2

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64



SAN FRANCISCO RUSH 2049

Rule the road – and the skies – with our ace tips for Midway's new racer! 74



Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



With a jingle, a jangle and small flurry of snow, it's our Christmas-issue postbag! What presents have you brought us this time?

N64 MAGAZINE STAR LETTER



'wonderwall'

To be sung to the tune of Wonderwall…

Oh no, the word is on the street
that the N-64 is dead.
But no, I don't believe that
I have ever cared.

As long as they keep producing
games
With Shigeru Miyamoto, I don't
care.

And all the twists in *Mario Kart*
are winding.
And all the levels in *Perfect Dark*
are blinding.

There are many games that I
would like to be my bride,
But I never asked.

So why do people put down
Nintendo,
When after all they steal the show?

James Gingell, Sidmouth

Maybe that should be James Gallagher… Top stuff. **Ed**

Correction corner

In issue 47 you wrote about *Mario 128*. If there were 128 boxes and one 3D Mario to start off with, once all the Marios were revealed there would be 129 Marios, not 128. Is it just me, or is Mark getting thicker by the issue?
Gordon Haggart, Windsor

No, he is, indeed, just getting thicker and thicker. Soon we won't get him through the door to the office. **Ed**

In issue 47, page 51, in the margin note about Virtual Boy *Mario Tennis*, you said, 'turn to page 15 for more details'. To actually find the article, though, you had to turn to page 16. Just how do you do it?
Laurence Crook, Cirencester

It's tricky, but we manage. **Ed**

'having a laugh'

I was looking on the Internet when I came across this iMac, Pikachu version. Is this true or is someone having a laugh? Check it out for yourself at www.psypoke.com/arc1-2000.shtml
Hedley Gabriel, Essex

iMac Pikachu version

Aww, cute. But we could never bring ourselves to leave him in the office…

Martin was dead excited about this, but I think someone's definitely tugging at your trousers – I'm sure if Apple decided to make a Pikachu-shaped iMac it'd sell by the bucketload, but those pointy ears and that tail look like they could cause someone a serious injury! **Ed**

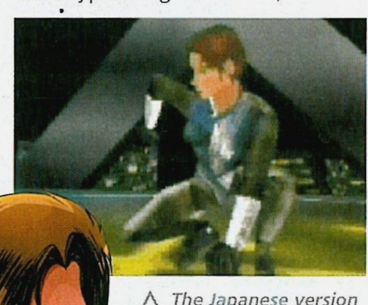
'stuck together'

"Life's hard at Datadyne when you're attached to your friend's head. The boss said it's all part of the cutbacks. The Carrington Institute… why, I oughta… meddling Brits. Now it's one uniform per pair. Sure, I understand that, but why do we have to have our heads stuck together? It's murder when the other gets shot and you gotta drag 'em around…"
Datadyne Agent Jo Granbowski (Ewan McLaughlin)

Indeed. **Ed**

'game babe'

While looking through the Spaceworld magazine I noticed something interesting. If you look closely at the *Perfect Dark* in-game screenshots, Joanna's face has completely changed. She doesn't look like a typical English woman, but some Japanese game babe. Velvet, though, looks just the same. Maybe they had to change Jo's looks to suit the Japanese market.
Eskil Vestre, Norway



The Japanese version of Joanna Dark, as seen at Spaceworld.

Well spotted. We have it on good authority that Shigsy didn't think Jo was enough of a babe. So Rare went back to the drawing board and redesigned Ms Dark for

Wil's own Jo Dark, from the cover of N64/30.



Japanese gamers. They should just have plumped for the Joanna D that Wil drew for issue 30's cover in the first place. **Ed**

'already invented'

Regarding your feature 'The Innovation Catalogue' in issue 47, Nintendo actually copied a couple of their 'innovations' from other companies. A colour TV game had already been invented in 1965 by Ralph Bear, and was made popular by Coleco and Atari in the mid '70s. And don't forget, even the Game Boy, as such, was not a Nintendo innovation, because a programmable handheld had existed since 1979 (MB's MicroVision).
Thomas Holzer, Cornwall

They might not have been the first, but Nintendo sure know how to do it better. **Ed**



△ *MicroVision predates the Game Boy, but its 1979 technology only permitted a simple 16x16-pixel screen.*

'what's the deal?'

What the **@@? The Gamecube looks like a cheap Alba stereo. It looks like it belongs as a set piece in 2001: A Space Odyssey – at least the PS2 looks like a piece of hardcore industrial equipment, like something out of The Matrix. And what's the deal with the carry handle? How far down the street do Nintendo think you'll get without getting it taxed in this day and age?
Raith Perryman, South Glamorgan

Gamecube's already causing emotions to run high – and it's only recently been unveiled! ▷

I didn't realise that South Glamorgan was such a dodgy area... Anyway, that letter leads me nicely onto this... **Ed**



'bit sickly'

Why are people moaning about Gamecube already? Before it's even released, people are having a go. Admittedly, the pink and purple versions are a bit sickly, and the name might be slightly dodgy, but the control pad that 'looks like a third party PlayStation pad' looks to me like it may be as revolutionary as the N64 pad. Analogue camera control is a stroke of genius! Above all, why do people think for a single minute that Shigeru Miyamoto would not deliver



Budding game scribes, start here!

GAME OF LIFE 64

This would be a bit like *The Sims*, only better. You would be able to create your own character from scratch, choosing everything from its name to the colour of its hair, and you'd live your entire life in the game. Of course, time would be accelerated, but events like birthdays and Christmas would still happen. You'd be able to do anything you wanted, from saving up pocket money through to getting a job and buying your own house. At the end of it all, you could just become a pensioner.
Sam Doig, Westhill

I'm glad you mentioned speeding things up a bit... **Ed**

HARRY POTTER 64

The aim of the game would be to get through the school year solving clues so you could get to Voldemort's Lair and duel with him. You'd have to go to lessons so you could learn spells that may help you later in the game. When you get low on energy, a Bertie Botts Every Flavour Bean should do the trick! Hermione and Ron could be playable characters and there could be a multiplayer where everyone gets to duel with each other while running around Hogwarts.
Clare Horscroft, Chandlers Ford

Unsurprisingly, there are already plans for a heap of Harry Potter games. There probably won't be any on the N64, but expect the young magician to crop up on Gamecube and Game Boy. **Ed**

Send ideas for games you'd like to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Friend of N64 Jo Burgon put on our Wil Overton Wig™ and conjured up this fab Harry Potter pic! ▷

GO! GO!

BONUS LETTERS

Can you give me a free sample?
Luke Emsile, Hertford

I'm afraid it doesn't work like that. **Ed**

I'm sorry if I sounded a bit stroppy.
Freddy Hollis, Wimbledon

I should think so too. **Ed**

My Dad has phoned the police, and had an investigation, but any time I ask him to sort out the insurance he just makes up a dodgy excuse.
Robert Howard, via email

I reckon he's up to something. **Ed**

Hello. Are you always asleep at work?
Eskil Vestre, Norway

Most of the time. **Ed**

I, for one, would love to shoot Ash and his clan in their faces.
Marian, via email

You disturb me. **Ed**

I'm a genius aren't I?
Pete Hartree, Chichester

No. You're not. **Ed**

I think it's about time we all showed our power – and maybe some threats with your Big Stick™.
Carl McClay, Coventry

That'll scare 'em. **Ed**

Nintendo need to sneak up, shout 'Boo!' and scare them so much they fall over!
Frank Podmore, London

Great plan. **Ed**

Joanna is infinitely more attractive than Pikachu.
Alasdair Bryant, Australia

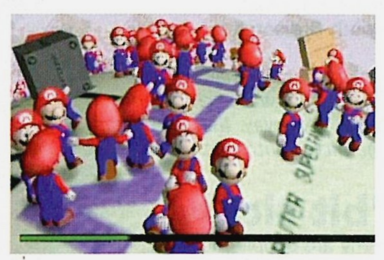
Geraint doesn't think so. **Ed**

a truly groundbreaking and fantastic system? Surely people should at least give Gamecube a chance before jumping on the 'Sony/Sega are great and all others are rubbish' bandwagon.
Jeremy Reece, via email

And then there's this... **Ed**

'fed up'

I am VERY, VERY ANGRY! The Gamecube and GBA are the greatest consoles to ever grace the earth, but how dare Nintendo make me wait until 2002 before I can get a Gamecube! We know it'll knock the socks off its competitors, but I don't think it'll get here in time. Everyone will get fed up with the wait and buy a PS2 or a Dreamcast. I don't want to fork out £200 on anything other than a Gamecube, but I don't want to be left on the sidelines while everyone else is playing next-generation games.
Ben Poore, Ashbourne



Patience is a virtue – hanging on for Gamecube's arrival will be worth it.

Remember, there's plenty of life in the N64 yet. But yes, 2002 does seem a very long way off. We think Gamecube will be well worth the wait, though. **Ed**

'willing to pay'

I own a SNES with 21 games and many of them are for four players. Problem is, I don't have a multiplayer adaptor. It's getting a little frustrating as I'm desperate to play *Street Racer* and *ISS Deluxe* with my mates. I was wondering if you had any unwanted adaptors hanging around the office. If you haven't got any, could you please give me the names of any companies that might sell them. I'm willing to pay a reasonable price.
Matt Horlock, via email

Sorry Matt, we had a quick rummage but came up empty. But Jason Moore – who used to write our Retroworld column – has a retro games shop in London and should be able to help. Visit www.retrogames.co.uk or try calling 020 8203 8868. Good luck! **Ed**

So tell me this



1. Is the great *Spider-Man* coming to the N64?
2. Will the sequel to *Tony Hawk's Skateboarding* be released for the N64?
3. Will Nintendo change the name of Gamecube for the UK launch?
4. Will *Resident Evil: 0* be out on N64 or Gamecube?
Jonathan Elsby, Glasgow

1. We had a preview of Activision's Spider-Man in the last issue, but since then we've heard that the game's only being released in the US.
2. Tony Hawk's 2 is already out on the PlayStation but, unfortunately, it's not looking like Tony will be 'ollie'ing his way onto the N64 again. Shame.
3. Unlikely. If they change anything, it's more likely to be the box's appearance – after all, the N64 and Game Boy were Nintendo's only consoles to look the same in Japan, the United States and Europe. Mark reckons they might make it a bit more curvy.
4. Resident Evil: 0 is now officially being developed for Gamecube, not N64.

Will *Pokémon Stadium* work with *Pokémon Yellow*?
Stephen Mirfin, Worksop

Yes. Pokémon Stadium 2 will work with Gold and Silver.

How long will Gamecube take to load a game now that they are on DVD?
Matthew Williams, Cardiff

Mark went into some detail about this in issue 47's feature – it's to do with the machine's CAV (Constant Angular Velocity) which allows upload speeds of up to 25Mbits a second. To put it simply, though, Gamecube is capable of transferring data very, very quickly. For example, if a game with levels as large and detailed as Mario 64 were playing on Gamecube, it would be capable of uploading each level instantaneously.

1. Someone told me that Activision have stopped making *Tony Hawk's Skateboarding* for UK N64s. Is this true?
2. If it is true, where else can I get a copy? If I get an American copy, will I need some kind of adaptor to play the game on my UK N64?
3. When is *Excitebike 64* going to be released?
Rupert Young, Weymouth

12 Financial Mail on Sunday September 17, 2000



Investors and Ministers treat us like a poor relation to the arts, say software bosses

Games – the City's £500m Cinderella

Growth potential: Britain's games industry is booming but ignored, say its bosses



By Simon Fluendy

BRITAIN'S computer games industry feels unloved and underrated. It is treated like a poor cousin to other creative arts, it claims.

Yet the latest figures show that it is a world leader generating £503 million in exports.

City investors have ignored the industry's growth potential. And though the Department of Culture and the Lottery Commission have thrown tens of millions of pounds at the film industry, the games sector has been ignored.

'I don't see why the film industry gets lottery cash and games get nothing,' says Tony Beckwith, a director of Climax Games.

Not that Beckwith is making a plea for funding. The comment is more a plea for recognition – any recognition.

He sees more and more British talent drain overseas, especially to America, where there is more funding and scope to develop ideas for computer games.

The games industry's half-billion in exports puts the film industry into second place with £444 million and British television in third with £427 million, according to Screen Digest magazine.

Games software companies exported goods worth £219 million more than they imported. The World Is Not Enough, the latest Bond film, made £100 million profit. But Goldeneye, the 007 game developed by Rage Software, made more than double that.

A few major players in Britain still publish games as well as develop them – Eidos, SCi, Rage and Codemasters, for example. But there are more than 200 games development studios in the UK, most of them employing fewer than 10 people and all facing funding problems. Each game costs upwards of £1 million to develop.

Most of the executives who created the industry started out as teenagers with Sinclair computers in their bedrooms. Beckwith was 15 when he sold his first video game, a version of arcade classic PacMan.

Fortunately for him, he says, at that time British Telecom was trying to find ways to spend windfall profits and gave him a job at Firebird Software. Funded by BT for reasons that BT can no longer remember, the company was run by entrepreneur Tony Firebird and produced thousands of games retailing at £2.99.

Now based in Brighton, which Beckwith describes as Britain's San Francisco, Firebird remembers the taunts in his early days from people who thought he was wasting his time. 'My mum said I'd end up marrying my Spectrum computer,' he says.

Beckwith says: 'The computer games industry is massive in the UK for two reasons: Clive Sinclair, inventor of the Spectrum, and the bad weather that confines children indoors.'

But the signs are that the business is seeping offshore. Codemasters, founded by the Darling brothers when they were 14, still remains. Others, such as Bullfrog Studios, have been bought by US giants such as Electronic Artists.

Even Eidos, creator of Lara Croft, is widely believed to be about to become part of Infogrames, a big French group that has already swallowed up Ocean, another former great.

Rob Murphy, finance director of publisher SCi, says that while France gives games companies an easy ride, investors in the City are unforgiving.

'We've been lucky in having some institutions such as Equitable Life that took the trouble to understand the business,' he says. But such firms are rare.

Jeremy Furniss, director at City advisory firm Livingstone Guarantee, heads the only computer games merger and acquisition team in Britain and recently helped Beckwith merge his company with Climax.

He says: 'The City doesn't like the industry. It is hit-and-miss and games companies have repeatedly shot themselves in the foot. Rage made a profit warning in August and Eidos made three in as many months.'

But Furniss believes the City will one day rue its lack of interest. 'There are 75 million Sony PlayStations out there,' he says.

'The new PlayStation2, which launches here in November, is predicted to sell as many as 125 million. People who play games when they are young do not stop playing.'

It is not only the companies that are leaving Britain. So are the programmers. Though salaries of up to £50,000 for games developers may sound good, America pays twice that.

It seems the Government may finally be starting to pay attention, though not nearly enough. Janet Anderson, the Culture Minister, attended this summer's annual meeting of the London-based European Leisure Software Publishers' Association, though director-general Roger Bennett complains that she was poorly briefed.

Bennett will brief ministers next month on the industry. He will ask for a levy on blank CD-ROMs to combat piracy, tax breaks for games developers and government encouragement for universities and colleges to provide more games industry courses.

This year the film and television awards academy Bafta handed out game awards for the first time. Such plaudits may have come far too late.

On target: A Goldeneye game made double the film's profits

'who on earth'

Following on from the letters about poorly researched articles on games in the media, here's another classic. Not from some cheap tabloid, but the Mail on Sunday. Surely they can do their research, or at the very least read! The article claims that the game *GoldenEye* made more than double the profits of the latest Bond film. I'm quite prepared to believe that – but who on earth are Rage Software? It's ironic really – the article is a plea for greater recognition of British games firms. Getting their names right might be a good start. There's no such company as Electronic Artists either.

Greg A. Lamb, Basildon

It's not much to ask, is it? **Ed**

1. Unfortunately it is – despite loads of people wanting to get their hands on a copy.
2. Keep an eye out for a second-hand cart – or maybe you could rent it from a local video shop. Steve saw a rackful of new PAL copies when he was visiting Paris, so keep your eyes open if you're on your hols, too. If you bought an American version you'd need an adaptor to be able play it on your UK N64 – something like the Passport. Contact CA Games on 0141 334 3901 for more details.
3. Excitebike 64, despite being on sale in America for the last six months, isn't out here until next year. Don't ask us why. We've no idea.



Send your questions to:
So tell me this...,
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The N64 Magazine BOARD

Now Incorporating Monster Museum! Nintendo World

Mario struts his stuff on GBA, courtesy of Swansea's Benjamin Bowen. Cheers!

Aidan Brady from Co. Derry sent us this cool Team Rocket portrait.

Vincent Kearney has been busy, turning out this ace pencil drawing of Rare characters. Ta!

Craig Ward from Derbyshire's Pokeportrait.

Another tribute to Wil's N64/38 cover image, from David Bell in London.

Peter Bottomley from Crewe is going to be a happy chap, as we've printed his neat pic!

HOW TO...
be a low-down, cheatin' stuntmaster in RUSH 2049

All you need to know to beat the Circuit.

by Geraint Evans

Burying your head in Midway's fantastic future-racer for prolonged periods can be seriously detrimental to your health.

Take it from us, since its arrival in the office we've experienced a range of symptoms: sporadic cases of self-inflicted hair-loss, extreme irritability, uncontrollable weeping, relentless whooping, air-punching and insane, glee-induced cackling to name just a few.

Obviously, this makes for a pretty unstable working environment, so we were all more than happy to learn that there's a fairly potent antidote. And it can be found right here, within these very pages. Read on...

WHAT WE SAID



We reviewed *San Francisco Rush 2049* in issue 48 and this is what we concluded:

"Forgive its niggles and you'll discover an absolute corker of a game. Beautiful, fun, challenging and lasting."





Shortcuts aren't always worth it. Don't risk it if you're not sure you can make one.

Big jumps may impress, but if you're not on the road, you won't accelerate.

Different track objects appear at different times; don't repeat the same shortcut too often.

Explore each track to the full to find the best routes.

Always try to line yourself up for each corner. It helps to think ahead so you can prepare.

Use the banks to your benefit, keeping braking to a minimum.

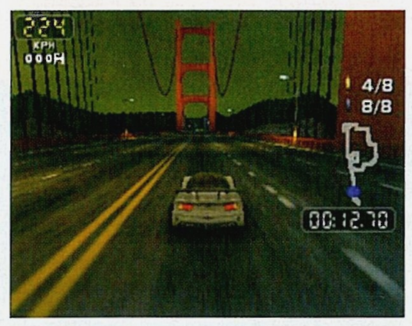
Remember that many shortcuts link to other, bigger ones. Just keep exploring.

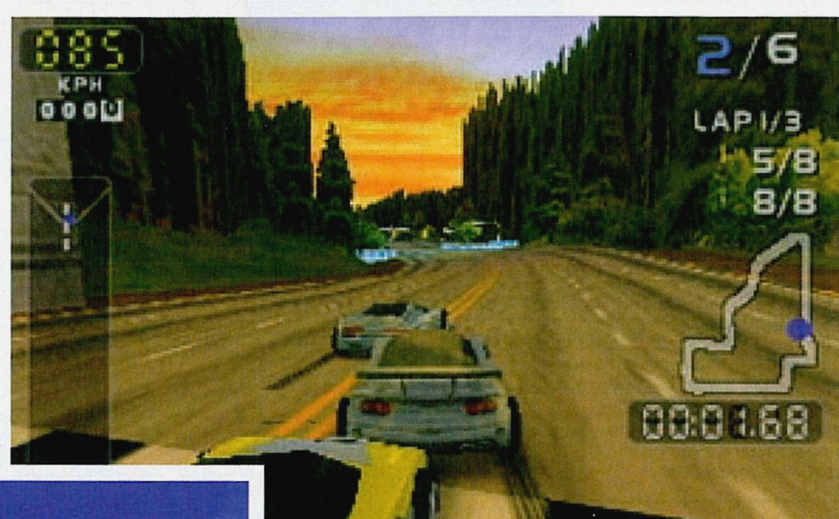
Practice ramming the opposition and find the best places to play dirty. It always helps in the end.

Keep you eyes peeled for tiny tunnel entrances like this one – they normally lead to extra coins...

START YOUR ENGINES

As you've undoubtedly discovered, *San Francisco Rush 2049* is hardly the most forgiving racer out there. In fact, it can be pretty damn cruel, with pace cars appearing to be practically impossible to beat. Now, while some controller-smashing is inevitable, there are a number of techniques that can substantially reduce those frustration-fuelled incidents.





- An extensive knowledge of the tracks is essential for success. Make sure that you spend plenty of time familiarising yourself with absolutely *everything* in the game with the handy Practice Mode.

- Don't get too cocky. This game *will* punish you. Biting off more than you can chew will nearly always lose you valuable places. Keep those stunt antics where they belong – in the arena.

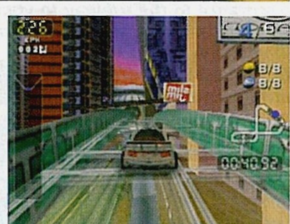
- Shortcuts help you gain places, but some are simply too risky. Every level has at least two simple shortcuts which will give you a massive boost. Find them, master them and stick to them.

- The other cars giving you grief? Well stick it to 'em! Ramming them can help you get the inside line on tricky corners, and if you can force them off the track in the process – preferably straight into a wall – that's even better.

- On the Circuit, provided that you won the first race, your nearest rival will always start on your right-hand side. If you can force him to crash almost straight away, however, the computer-controlled opponent that'll take second place will be the pace car – your nearest rival will almost certainly fail to get full points, no matter where you come. Nicely!







DEATH ROLL

The number-one cause of death, this. A failed landing will almost certainly see your motor flip onto its back before disintegrating into a fiery ball of death. Try following these safety measures...

- Always try to make a clean jump, with your nose pointing into the ramp as straight as possible.

- If you keep rolling your car over on certain sections, it might be wise to up the weight of your frame.





- If a straight-on approach to a ramp isn't always possible – and it isn't – employ minimal use of your wings to *gently* counteract the in-flight motion, though this isn't always ideal in a race.



- Ground rolls can be corrected by steering *into* the direction of the roll and tapping the accelerator. As your car tilts in the opposite direction, again, steer into it, tapping the accelerator with each nudge of the analogue stick. Timing and rhythm are the keys to getting your car flat on its wheels, rather than exploding on its back.

- Remember, if a jump looks like it will end in certain death, don't waste valuable time watching your car explode; quickly abort and get yourself back on track.

- In the stunt arena, time isn't that much of an issue. So, when you're about to land a high-scoring move, hold the brake while nudging the analogue in the opposite direction to the roll.



TRACK TACTICS

Every track is different, but most importantly, each has its own set of shortcuts, requiring various degrees of skill to negotiate. Get these right and you're well on the road to success…

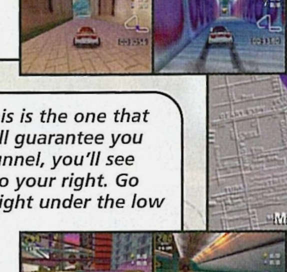
MARINA

CAR SETUP

Handling: Normal • **Tyres:** Pro slicks
Frame: Standard • **Wings:** Small

CRAFTY CUT 1 *Right from the start, veer off left by the water to find this neon-lit tunnel, putting you ahead from the word go. Don't turn too sharply, though, or you'll end up side-on, and way off the pace.*

CRAFTY CUT 2 *Right before the first of Rush's insane jumps, there's a glassy side-road that'll shave off a few seconds. Stay to the left side and swerve through the panes to the right just past the petrol station.*



CRAFTY CUT 3 *This is the one that will guarantee you victory. After the purple-lit tunnel, you'll see the entrance to the subway to your right. Go down the ramp and swerve right under the low ceiling and out the other side. You'll be first across the finish line – provided you don't flip out!*

TOP TIPS

● Don't bother with the shortcut preceded by the green cones and the floor switch. It may save you some time, but the frequency of the trains and the multitude of steps and jumps involved make wiping out all too easy.

● If you're going to take advantage of the glass tunnel opened up by the second switch, don't steer when you enter – it'll make driving erratic. Instead, just floor it and you should come out the right way up. If not, make minor corrections with your wings.

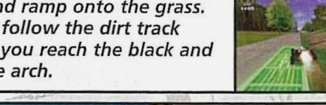
● Because this course is quite simple, now would be a good occasion to trash your opponents. The best place for such underhand behaviour is just before the first big jump. Drive neck and neck with the pace car, then give him a nudge just before take-off. He should end up face-first in the buildings to the side! It's a ruthless world out there…

HAIGHT

CAR SETUP

Handling: Advanced • **Tyres:** All-terrain/Off-road
Frame: Light alloy • **Wings:** Large

CRAFTY CUT 1 *From the start, turn right onto the pathway which cuts through the grass, hitting the switch as you go. Jump off the ramp onto the ledge and then off the second ramp onto the grass. Now follow the dirt track until you reach the black and white arch.*



CRAFTY CUT 2 *Soon after the two large fuel depots to your left, you should find a floor switch on your right. Activate it and drive through the exposed glass just before the bridge. Now hit the ramp, activate your wings and speed along the suspended conveyor.*

CRAFTY CUT 3 *Right next to the blue tunnel you'll come across two side-ramps. Take the left-hand one and fly up onto the white rooftop. Jump off there and glide into the thin gap, then out over the track by the lava lamps, making a cheeky right turn just before take-off.*



TOP TIPS

● The second switch after the first shortcut should be left alone. Hitting it will put a smiley-faced block in your path. If you smash into it, you'll be playing catch-up for ages.

● Prepare yourself for each shortcut so that the bonnet of your motor is lined up straight with each jump. Some of Haight's shortcuts can be quite tricky to negotiate. If your trajectory is slightly off you could end up in a big world of pain.

● Make sure you use all-terrain or off-road tyres as many of the best shortcuts require you to drive along the dirt tracks off the main course. These should also give you the necessary traction to prepare yourself for the harder jumps.



CIVIC CAR SETUP

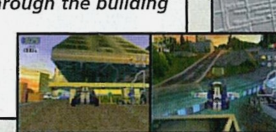


Handling: Normal • **Tyres:** All-terrain/Slicks
Frame: Standard alloy • **Wings:** Large

CRAFTY CUT 1 *After the first few corners you'll come to a blue, neon-lined road. Instead of following the other cars, though, slow down and get onto the upper, right-hand path. Keep going and then nip down into a banked, blue and black striped road.*



CRAFTY CUT 2 *Hard, but well worth it. As above, take the high path, but instead of going into CC1, veer right onto the ramp with the switch. Ensuring you're to the left as the building lifts up, jump onto the next runway and through the building with the blue 'waterfalls'. When you exit, fly into the tunnel below for a huge jump and pole position.*



CRAFTY CUT 3 *The most obvious, but deceptively tricky... Just after the corner with the low-flying planes, stick to the left-hand side in preparation for the speed-ramp ahead. Activate the wings the moment you leave the ramp to land on the glass runway. Shoot off the end and hit the grass ramp, giving yourself a massive lead!*

TOP TIPS

● If you find getting onto the glass runway a little tricky, there's a similar shortcut on the opposite side of the road which is much easier to negotiate. It'll still get you safely onto the second dirt ramp, but it's not quite as speedy.

● Make sure you use a heavier frame to compensate for the mini ramps and kerbs that will easily flip you at high speeds. This is especially important if you're going to traverse the various off-road sections available.

● Civic is one of the few tracks that you can make good progress on by just racing 'normally'. If you don't think you can complete some of the harder shortcuts here, stick to your slick tyres and perfect the racing line. Once mastered, the pace car *can* be beaten.

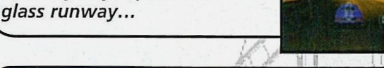
METRO CAR SETUP



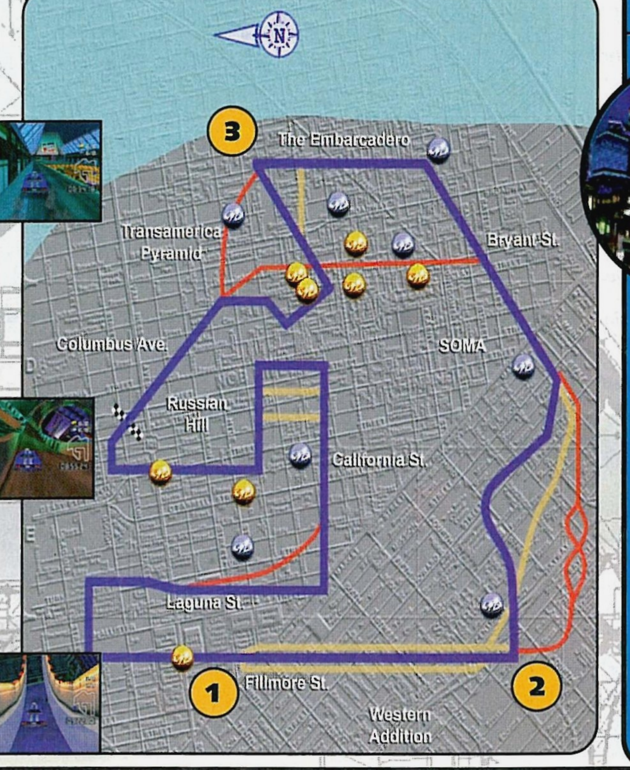
Handling: Extreme • **Tyres:** Slicks
Frame: Standard alloy • **Wings:** Small

CRAFTY CUT 1 *Soon after the multi-coloured banked turn, there's a sharp incline with orange lighting. At the top of the hill, jump left onto the runway above. Make sure you hit the switch, to activate the shortcut detailed below, before you jump onto the glass runway...*

CRAFTY CUT 2 *If you managed to hit the switch in CC1, you'll open up a very small hole in the wall ahead of you. Only a car's width across, it will lead you between two buildings to crisscrossing loops which cut out a substantial portion of the track. Quickly dart left through the purple tunnel to get back on track. Great stuff.*



CRAFTY CUT 3 *Near the end, there's a section with searchlights pointing skywards and a railing to your right. Drive on the pavement to hit the floor switch – this will open another door leading to a green-lit tunnel, hiding a loop which will take you to the final portion of the track...*



TOP TIPS

● The potential for mashing up the opposition is great on this circuit. There are loads of trains you can push them into, as well as jumps to flip them over. Keep your eyes peeled and use every opportunity to cause mayhem.

● As tempting as it may be, try not to use your wings too much. The more time you spend in the air, the less opportunity your wheels have to increase your speed. Save the high-flying antics for the Practice Mode and coin collecting.

● Metro can be very disorientating, especially when you're exiting long shortcuts, so it's worth spending a great deal of time exploring it in Practice Mode. Mastering the art of the 90° turn is essential for those sharp bends and ensuring that you always stay ahead of the pack. A quick tap on Left-C – the reverse button – while sharply nudging the analogue stick should see you around the corner without having to sacrifice too much speed.

GO! GO!



MISSION

CAR SETUP

Handling: Advanced • **Tyres:** Off-road
Frame: Heavy alloy • **Wings:** Large

CRAFTY CUT 1

Straight after the switch which activates the large crusher, there's a steep incline leading to a suspended ramp and a conveyor. Ignore both of these. Instead, fly right onto the rooftop and fall into the tunnel below.

CRAFTY CUT 2

If you negotiated CC1 correctly, you'll notice another ramp. Hit it properly – aiming slightly to the left – and you'll fly onto the tram lines. Hit the switch and turn a sharp right through the opening fish-tank doors and out the other side onto a second ramp. If you master this shortcut, you'll win every time. Bonzer!



CRAFTY CUT 3

When you play Mission for the second time, 'Backwards', just after the crusher you should notice a very small opening in the wall which leads to a yellow and black striped tunnel. Making sure to hit the switch on the way, stick to the left of the next jump and then fly onto the ship and out the other side.

START
Third Street
Candlestick Park
Mission District
Lake Merced Blvd.
Daly City
Lake Merced

TOP TIPS



- The starting point is a great place to knock out your nearest rival. Right from the off, pin his car to the wall and he'll smack head-first into a little outcrop. You can also smash up other racers with the switch-activated crusher. Ouch.
- Remember that different objects are in different places on each lap. Attempting the ship shortcut could prove fatal if it's not underneath you when you jump. The same applies to the trains leading up to the fish-tank.
- Mission has many little jumps, banks and steps. Make sure that you have a heavy alloy frame to stop you rolling over. There are also loads of minor shortcuts you can take across the gravel and grass to gain extra time. Make sure you fit your off-road tyres for extra grip and control.

PRESIDIO

CAR SETUP

Handling: Advanced • **Tyres:** Pro slicks
Frame: Heavy alloy • **Wings:** Large

CRAFTY CUT 1

After your descent from the first city section – as you pass under a blue arch – there's a floor switch. Hit it, then veer to the left, underneath the arrow sign and through a letterbox-sized opening. Keep your speed up to negotiate the green tunnel and the jump inside.

CRAFTY CUT 2

You'll need to have built up tons of speed for this one. Climb the second city incline and stick to the right-hand side. Hold down Z just as you reach the top to fly onto a narrow blue platform which drops into a dark, banked tunnel. Land on the rooftops and then angle your car right as you leap onto a side-on, banked turn.

CRAFTY CUT 3

When the track is reversed for the final race, climb the first city incline, turn right, and as you reach the top of the second, jump right and land on the glass roof. Follow the slope down and drive through the glass opening to enter the tunnel.



TOP TIPS

- This track isn't *too* difficult, but some of the shortcuts are quite tricky. If you're not confident you can make a jump, don't bother risking it. Instead, concentrate on driving and ramming the computer cars, as there's plenty of opportunity to flip 'em.
- There are some massive jumps to clear, but it's only worth using your wings when you know there's a shortcut to enter. Otherwise try and stay on your wheels as much as possible to gain speed. Flying on this track will just plop you at the bottom of the hill, with no time to turn before the right-angled corners.
- Many of the shortcuts around the main track are exceptionally difficult as most of the floor area surrounding the city parts of Presidio will automatically 'abort' your vehicle when touched. If you know you're not going to make a particular shortcut, save yourself valuable time by aborting with Top-C before you hit the ground. Hopefully this should place you back on the track further down the course.



SAN FRANCISCO'S SECRETS SOLVED

Rush 2049 is absolutely bursting with secrets. There are new tracks to unlock as well as new stunt arenas, new cars and new car modifications to find. We'll reveal more as we unlock them, but to keep you going, here's a rundown of just some of the game's hidden features…

SECRET STUNT ARENAS!

DISCO Rack up a score of 100,000 points in Stunt Mode. The points are cumulative, so you can visit as often as you like.

OASIS Score 250,000 points in Stunt Mode.

WAREHOUSE Amass 500,000 points in Stunt Mode.



BONUS BATTLE ARENAS!



DOWNTOWN Score 100 points in Battle Mode.

PLAZA Score 250 points in Battle Mode.

ROADKILL Score 500 points in Battle Mode.

EXTRA CARS!



GX-2 Collect 24 gold coins in Race Mode.

Mini XS Collect 36 gold coins in Race Mode.

CRUSHER Collect 16 gold coins in Stunt Mode.

EURO LX Collect 24 gold coins in Stunt Mode.

VENOM Collect all the silver coins in Stunt Mode – you'll need to unlock new arenas to accomplish this one.

PANTHER Collect *every* gold and silver coin in the game!



CHEATS AND CODES!

OPEN THE CHEAT MENU

Press and hold L+R+Z+Top-C+Right-C all at the same time. Once the cheat menu has been activated, highlight the desired cheat and then enter the button codes below. You may have to try a few times, but they *do* work. They need to be entered quite quickly, so keep practising.

SUPER TYRES

Push the following buttons in order: Z (x3), L, R, Top-C (x2), Left-C, Right-C, Bottom-C.



BRAKES

1. Push Bottom-C twice.
2. Press and hold L+R and push Top-C.
3. Push Top-C twice.
4. Press and hold L+R and push Bottom-C.

MASS

Enter the following sets of buttons together:

1. R and Bottom-C.
2. L and Top-C.
3. R and Left-C.
4. L and Right-C.

INVINCIBLE

1. Push Right-C, L, R, R, L in order.
2. Press and hold Left-C and Bottom-C together, then push Z.

INVISIBLE TRACK

1. Push Right-C twice.
2. Press and hold L+R and push Left-C.
3. Push Left-C twice.
4. Press and hold L+R and push Right-C.

INVISIBLE CAR

Enter the following buttons in order: Top-C, Bottom-C, Left-C, Right-C, L, R, Z.

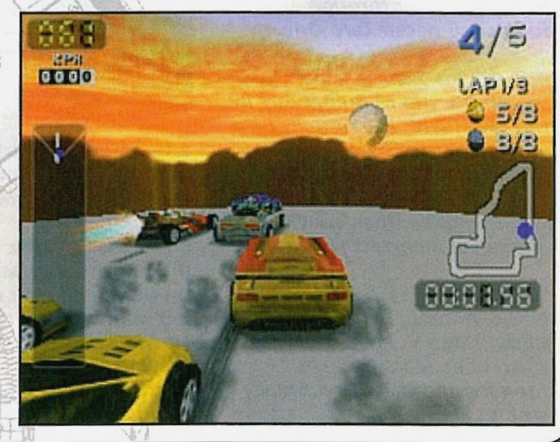
EXTREME MIRROR MODE

Go to the track selection screen. Highlight 'Mirror' and hold down all four C-buttons. Now scroll left or right with the analogue stick until the word 'EXTREME' appears.

ALL PARTS

Highlight the cheat in the menu.

1. Press and hold L+R and push Z.
2. Enter Bottom-C, Top-C, Left-C, Right-C.
3. Press and hold L+R then push Z.



NEW! Tips for the top ten N64 titles

Your guide along the road to N64 success!

TIPS EXTRA

1 Zelda: Majora's Mask



ENDLESS FAIRIES
Pots located next to Owl Statues always contain a health-restoring red fairy. Catch one in a bottle, then exit and re-enter the area – there'll be a new fairy in the pot.

RABBIT MASK
Visit the small river to the north-east of Clock Town on the first night and chat to the accordion man. Wear the Bird Mask he gives you, visit the bird farm at the stables, then hold down Right-C and collect up the chicks. Your reward will be a rabbit mask that enables Link to sprint around at twice his normal speed.

CLOCK TOWN EPONA
After winning Epona back, race her towards the east gate of Clock Town just as the screen starts shrinking at the end of the day. You'll appear inside Clock Town, still riding your faithful pony.

2 Mario Tennis

FOOL OPPONENTS
If your opponent's just sent a shot rocketing down the side of the court, chances are they'll start running back to a central position, anticipating a corner shot. A guaranteed point-winning technique, then, is to send the ball back down the side to where it came from – your hapless rival won't have time to switch direction and catch it.

BEAT BIRDO
Winning the Star Cup against the near-indestructible Birdo is easier if you slice the ball over to the opposite corner of the court with a double tap of B. If that fails, try hugging the net and smashing every shot back at him with A+B.



CONTROL CHARACTERS
After winning a point, try fiddling with the analogue stick – it's possible to control characters such as Mario, Luigi and Yoshi during their victory celebrations.

CHANGE CAMERA
Press B during a replay to change camera angle. You'll also get to see the clip again from the start.

3 Pokémon Snap

SLOW THE ZERO ONE
Your buggy slows down very slightly when Left-C or Right-C is pressed. So, swing the view repeatedly from left to right and back again – or through 360° – for a snail-paced Zero One.

BIG DITTO PIC
Smash the trio of Bulbasaurs in the caves with Pester Balls or apples to turn them into Dittos. Draw them together with an apple, then bop all three on the bonce with another. They'll grow in size for a perfect photo op.

SUPER VULPIX SHOT
In the Volcano, lob apples ahead of the three Vulpixes near the start. Keep leading them forward and they'll eventually stop at an invisible wall, adopt



a triangular formation and dance on their hind legs. Shoot for over 4,000 points.

KANGHASKHAN
If a pic of Kanghaskhan roaring on the beach isn't netting you big points from Prof Oak, try slowing down the Zero One and playing the Pokéflute. The sight of the monster dancing should bring a smile to the Prof's face.

4 Mario Party 2

TONS OF COINS
If you've only got one controller, you can still carry out the 'coins aplenty' trick. Start a one-player game with 60 turns, then use the pause menu to put all four partygoers under CPU control. On the last turn, plug the controller into slot one, pause the game just before player one's turn ends, then switch them back to human control. Repeat for the other three controller ports and players, and you'll net all the loot when the game's over.

MORE MINIGAMES
Buying minigames from Woody will net you a couple of new games. Buy all the Item and Battle minigames and the scampering Piranha Plant will



chuck you 'Rainbow Run'. Or, shell out for all eight Battle minigames to get 'Driver's Ed'.

CREDITS MACHINE
After finishing a game on all six courses – including Bowser's Land – head straight to the options laboratory to find the Credits Machine. Click on it to watch the soothing end credits all over again.





5 Perfect Dark



FLAT HEADS
Switch the DK Mode cheat on, along with Rocket Launchers or All Guns. Now send a rocket screaming towards any enemy's bonce for a disturbing sight.

CUT-SCENE CARNAGE
Like in GoldenEye, you can leave remote mines scattered around a level, then blow them up during cut-scenes with A+B. Try lobbing a few into the room where Mr Blonde and Cassandra meet in the G5 Building. Proximity mines can be left lying around for cut-scene hilarity, too.

6 Pokémon Stadium

NAME CHANGES
Give your Pokémon names from the cartoon or Pokémon: The First Movie for interesting effects.

SURFING PIKACHU
A Pikachu can learn to surf even without a copy of Pokémon Yellow. Enter the Prime Cup Master Ball tournament in R2 mode, using only Pokémon transferred from a Game Boy, and select Pikachu as one of your three monsters in each battle. Do not 'save and quit' at any time. Win, and the 'surf' move will be at Pika's disposal.



7 ISS 2000

THROUGH BALL FUN
It's easy to be caught offside when using ISS's through-ball button. But here's a way around that. Hold Top-C, and only let go when the player you're about to pass to has positioned himself to avoid the ref's whistle.



SILKY SKILLS
To ensure your striker breaks through to the box (almost) every time, as you run towards the net, double-tap Z just as a defender nears you, and you should leap over his feet with the ball stuck to your own.

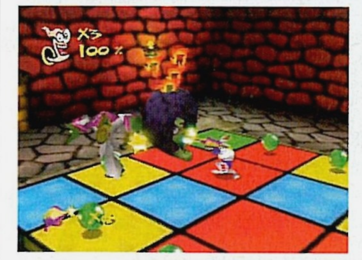
8 Turok 3

BOSS SUPPLIES
If you find yourself suffering at the hands of the Oblivion Gunship boss at the end of the first level, drop from the roof to the ledge immediately below. There you'll find first-aid boxes, plus some extra ammunition for your shooter.



FINISH LEVEL 2
Confused about what to do after you've defeated the Xiphias in the underwater observatory? It's easy – just dive into the water and look for the tunnel hidden beneath.

9 Earthworm Jim



FLOATING CRATE
Head to the 'Hungry Tonite' level and enter the room containing the revolving platform. Blast away at the boxes from the left-hand side of the room and, before long, one will begin to hover just above the ground.

HARD MODE
Collecting up all 1,000 marbles and finishing the game with the rank of 'Smart Superhero' will unlock a more difficult version of the game featuring 'Earthworm Kim'.

10 Vigilante 8: Second Offence



Press L+R on the Game Status screen for the password screen, then enter any of these cheats:

SAME CARS IN MULTIPLAYER
MIXES_CARS

SEE ENDINGS
LONG_MOVIE

UNLOCK ALL CHARACTERS
LLA_KCOLNU

MAXIMUM STATS
LLA_DORTOH

INVINCIBILITY
ELBICNIVNI

Tip for the top Fresh cheats for future chartbusters.



F1 RACING CHAMPIONSHIP

Avoid slippage
If you're partial to driving over verges, you'll notice that the tyres on your car turn green as blades of grass stick to the hot rubber. You can use this colour-change to your advantage after taking shortcuts – drive in a straight line after returning to the tarmac until the wheels are black again and you'll avoid skidding off the track, wasting precious time.

Guarantee wins
In Pick up & Play mode – where the only victory condition is finishing the race in a certain place or better – accelerate or decelerate until you're driving alongside another competitor. Now flick the analogue stick to the left or right to bash them in the side, then speed away. Your racing rival will slow down as a result of your underhand tactics, making it nightmarishly tricky for them to overtake.



XPLORER 64

XPLORER 64 CODES

Each month we'll be printing the very best Xplorer 64 codes. So send 'em in...

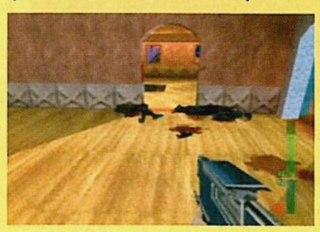


Perfect Dark

SPECIAL CODE
(must be first in list) 2a3f50b8:0080

UNLOCK CODE
(must be on) 3cffffe:0088

MISSION CODES (MISSIONS 1, 3 & 5-9)



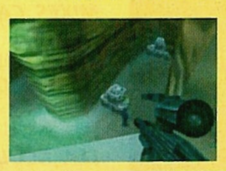
PLAYER 1
All weapons
ed5df208:596a
e8768a48:5957

Infinite ammo and rounds – left weapon
e87682d3:594f

Infinite ammo and rounds – right weapon
e8767a2f:594f

Invulnerable
e87677b4:598f
e87677b3:59da

PLAYER 2
All weapons
ed5df20a:596a
e8741bb8:5957



Infinite ammo and rounds – left weapon
e8769b9f:594f

Infinite ammo and rounds – right weapon
e8769e43:594f

Invulnerable
e8769324:598f
e8769323:59da

MISSION 2
PLAYER 1
All weapons
ed5df208:596a
e874fa48:5957

Infinite ammo and rounds – left weapon e874f2d3:5950

Infinite ammo and rounds – right weapon e874ea2f:5950

Invulnerable
e874e7b4:598f
e874e7b3:59da



MISSION 4 (2/3)
PLAYER 1
All weapons
ed5df208:596a
e8716a48:5957

Infinite ammo and rounds – left weapon e87162d3:594f



Infinite ammo and rounds – right weapon
e8715a2f:594f

Invulnerable
e87157b4:598f
e87157b3:59da

PLAYER 2
All weapons
ed5df20a:596a
e8718bb8:5957

Infinite ammo and rounds – left weapon
e8717e43:594f

Infinite ammo and rounds – right weapon
e8717b9f:594f

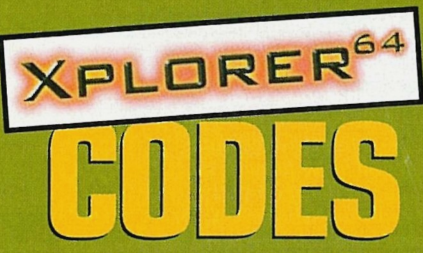
Invulnerable
e8717324:598f
e8717323:59da



All of these codes work with the Xplorer 64 cartridge from Blaze.
For more details call **Fire International** on **01302 325225** or visit **www.x-plorer.co.uk**

YOUR XPLORER 64 CODES

cut out and send



Send to: Xplorer 64 codes, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Xplorer 64 code

It's for [game name]:

Its effect is:

And my code is:

Name..........

Address..........

Postcode..........

READERS' TOP 15 TIPS

Remember, the best one wins a Mirage Pad from Wild Things (029 2075 5774) and an exclusive N64 pin badge.

Tip of the month

1 Perfect Dark
In Pelagic II: Exploration, go to the bit where you activate the moon pool lift. Turn on the X-ray scanner and examine the large doors on the walkway above it. You'll find a box in one of the doors. Press it for a shortcut taking you straight to where you go after you meet up with Elvis!
Øyvind Skattum Vesteng, Norway



2 Rocket: Robot on Wheels
On Paint Misbehavin', get the hoversplat and shoot the sheep. Paint them different colours and they will perform a variety of tricks. Aces!
Dan and Andi Bartram, Watford



3 Perfect Dark
On Skedar Ruins, instead of jumping into the ravine, follow the snowy path to its end. Now keep going straight ahead, hugging the wall, and you'll be floating on air. Walk a little way along the cliff face and you'll jump up to where the bridge appears.
Jay Harland, via email



4 Wipeout 64
At the main menu, hold Z+L+R then enter the following codes.
All tracks: Left-C, Right-C, Top-C, Right-C, Left-C.
All ships: Bottom-C (x4), Right-C, Top-C, Left-C.
Cyclone Weapons: Left-C, Right-C, Bottom-C, Left-C, Right-C, Bottom-C, Top-C.
R P Gissing, Sheffield

5 WWF Wrestlemania 2000
To get the Smokin' Skull Belt, complete Road to Wrestlemania with Stone Cold Steve Austin.
Lewis Evans, Lewisham

6 Pokémon Stadium
Want to start your Game Boy challenge all over again? Simply move all your Pokémon to the N64 and restart. Then you can put your monsters back onto the Game Boy cart. Neat!
John Aston, Altrincham

7 Perfect Dark
On Datadyne: Extraction on Agent difficulty, wipe out the guards on the ground floor, take the elevator up and collect Cassandra's key (quickly) from the guard halfway through the level. Go back down to the foyer and into the room where the External Comms Hub would be on Datadyne: Defection on Special and Perfect Agent (down the stairs, then right). There you will find waxwork versions of Mr Blonde and two guards. Spook!
Liam Griffin, Worthing

8 Perfect Dark
Pick the Farsight in the firing range. You can aim through walls and shoot your colleagues and their computers, or even their seats to leave them floating in mid-air.
Mr N O'Name, Co Tyrone



9 Jet Force Gemini
At the character select screen, press the analogue right three times then left once to select Lupus. While playing, press Right-C (x3), Left-C, Right-C (x2), Top-C (x3). You'll hear barking – press A to choose a weapon and B to get it.
Gregor Manby, Angus

10 Perfect Dark
In the foyer of the Air Base, fire a crossbow bolt into the glass panel in the ceiling. Shoot the bolt down with a Dragon and it will start revolving around a point in mid-air!
Chris Staines, Essex



11 Roadsters
Enter 'Fastbucks' as a driver name. It'll increase your starting cash in Roadster Trophy mode from $40,000 to $250,000.
Tony Hobbs, Leeds

12 Perfect Dark
Get an RC-P120. Cloak and hold down B and Z. After 120 rounds' worth of cloaking and de-cloaking constantly, you'll cloak fully without reloading. You now have infinite cloaking, but can't open doors.
Nathan Cross, Norfolk

13 Rainbow Six
Leave one terrorist alive on most levels and you can leg it around the place with your mate, having a deathmatch. Lovely.
Chris Walters, Leicester

14 WWF Wrestlemania 2000
In Royal Rumble mode, press Top-C, Bottom-C and Z at the same time – the computer will take over wrestling for you. You can also control a computer wrestler by pressing the same buttons on the equivalent controller.
Christopher Cunningham, Cork City



15 Perfect Dark
Another player's sentry gun giving you problems? Pause the game when it starts firing. It'll keep shooting while you're paused and run out of ammo!
Jamie Slinn, Northampton



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best, and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'tip of the month' slot you'll get something extra special.

cut out and send

Name..

Address..

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Postcode..

Here's my top tip

It's for [game name]:

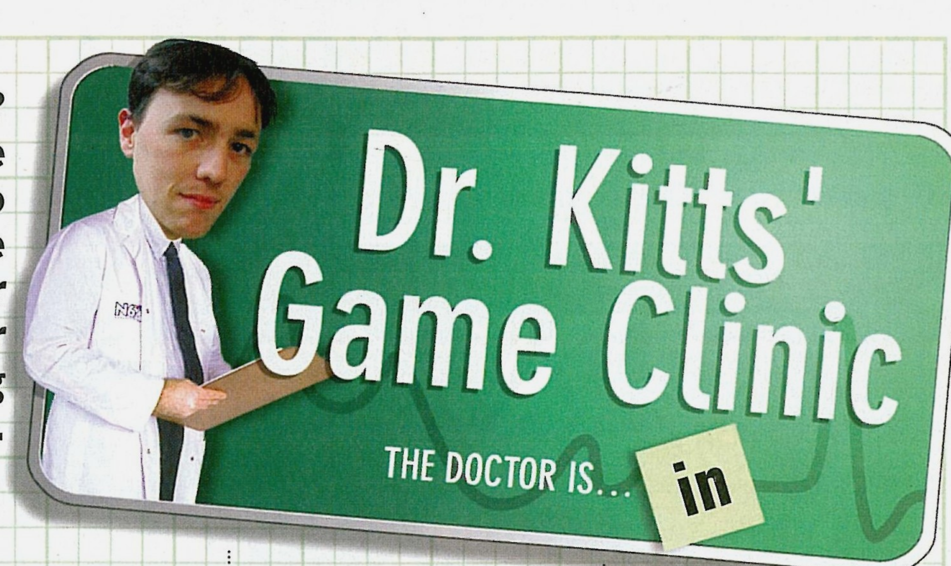
And I've found that if you:



Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



Bunged up? Here's the doc who can cure your winter gaming ailments.



Dr Kitts,
I can't beat Mizar at the very end of *Jet Force Gemini*. I've been trying to kill him for ages now and it's really starting to do my head in.
Mark Thornley, York

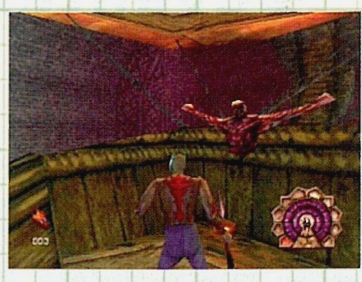
Dr Kitts emerges red-faced from his lab with a mouth full of sushi...
For the first three stages of Mizar's attacks you should only use two weapons: the machine gun – to destroy the meteor showers – and the homing missiles – to fire at him when he turns round. Mizar attacks in waves. Don't waste your missiles when he attacks randomly, instead save them for the predictable Fireclaw assaults. Stay on one side of the platform and wait for him to commit to his attack, then leg it to the other side to avoid it. When he turns round, exposing his weak spot, lock on but do not fire – you won't have enough time. Stay locked, then fire after he has repeated his attack. (Not too soon mind, or you'll just hit his leg.) About five direct hits should see him retreat. Stop attacking when he returns to his perch, and just use evasive manoeuvres until he comes back at you with his Fireclaw attack. Keep repeating the above process until you've racked up about 15-17 hits in all, which will initiate the cut-scene and the final attack stage. By now you'll probably be out of homing missiles, so use rockets to attack his bionic hand, then his claw and finally his head. Good luck!

Dr Kitts,
I can't complete the Boonta Eve Classic in *Star Wars: Episode 1 Racer*. I don't crash and I always get a boost start, but Sebulba always overtakes me. Please help.
Jonathan Lipscombe, Woking.

Dr Kitts charges round the corner, dragging two turbines behind him...
Ah, young Padwan, follow my tuition and you shall be victorious. First, some basics: never move onto the next stage unless you've won the race. That way you can have the best parts and pods available by the time you reach Boonta – making it much easier. Invest in a good repair battery as well as concentrating on cooling so you can use your boost more. Also, never try to pass Sebulba on his right-hand side – his flamejet will damage you. As for the course itself, when you get to the three-way fork, always go right into the tunnel – this is the shortest route. When you reach the Tusken territory (where the road breaks up) keep right. It's rare that they shoot your pod here. Finally, always use your boost on the straights. If you've built up your pod correctly this shouldn't be a problem.



Dr Kitts,
I've found the Book of Shadows in *Shadowman*, but I can't unlock the cheats. What are these cheats and how do I unlock them?
Chris Norris, Bristol



Dr Kitts builds a circus-style 'human pyramid' with Jelly Babies.
Just because you've found the Book of Shadows doesn't mean you have all the cheats. They can be found by exploring certain areas until 'Cheat Active' appears on your screen – like it did when you found the book. Here are two to get you going.
Cheat: I like Deadside shotguns
Location: Cathedral of Pain
Go to the control room and walk past the lava. You'll soon find a big shaft with some spinning blades inside. Fall down here and you'll unlock the cheat. Check the Book of Shadows to toggle it on and off.
Cheat: Play as Deadwing
Location: Playrooms
Go to the hallway that has doors on either side and a switch at the end (the one with the nursery). Go into each room until you find the one with the green table inside. Jump on top of it to activate the cheat.

Dr Kitts,
On *Pokémon Snap*, when I snap Professor Oak's signs all I get is a question mark and 'NEW!', and it doesn't let me show him the pictures. Have I done something wrong?
James Morgan, Staffordshire



Dr Kitts quickly hides the evidence inside a steak and kidney pie...
Sounds like you're jumping the gun a little, m'laddy! You can only submit snaps of the signs after you've completed all six courses, and Oak has specifically asked you to go out and find them.



Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic,
N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

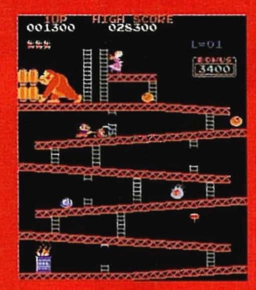
and I live at ....

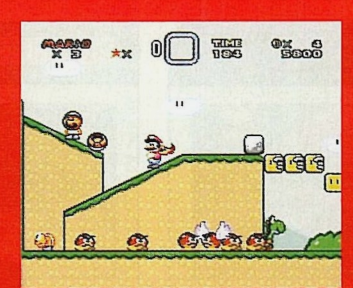
....

....

.... Postcode ....

Videogaming has changed.


Donkey Kong (arcade, 1981)


Super Mario World (SNES, 1991)


Super Mario 64 (N64, 1996)


Super Mario 128 (GameCube, 2001)

So has its bible.



DREAMCAST | PLAYSTATION | PS2 | N64 | PC | XBOX | GAMECUBE

Eight challenges to test the best.

GAME ON

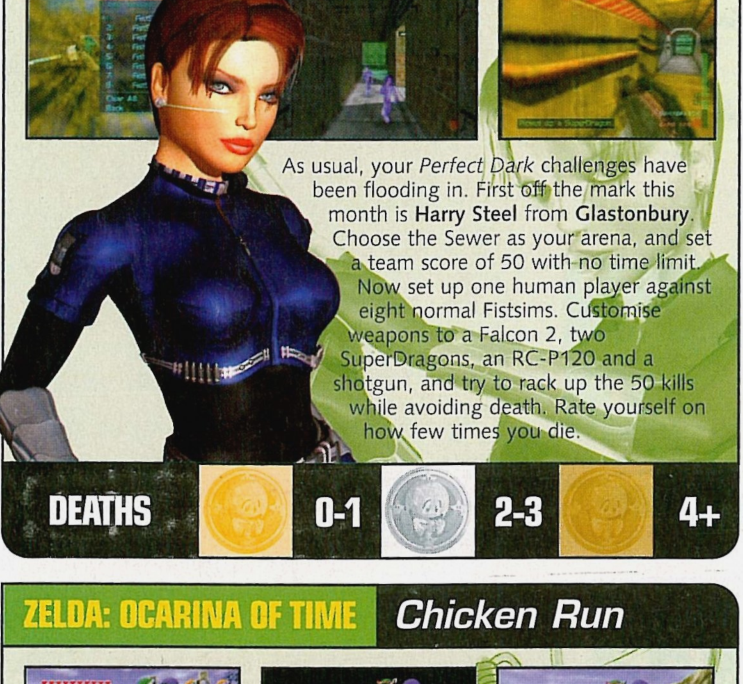
Good evening, challenge fans. Welcome to Game On. Do sit down. If we may show you the menu, you will see that this month's choice selection consists of more succulent, high-quality variations on your favourite N64 dishes, prepared by chefs from all over the country. Take your time to select one to your liking, then tuck in!

And should you be left hungry for more, you're of course welcome to concoct your own speciality to share with the world, and submit it to our head chef. Bon appètit!

PERFECT DARK *Aliens*



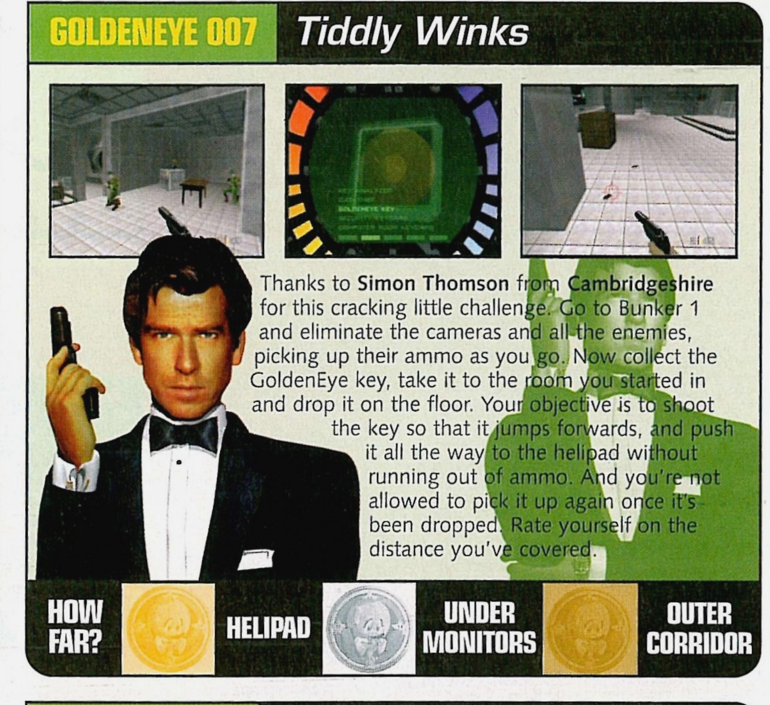




As usual, your *Perfect Dark* challenges have been flooding in. First off the mark this month is **Harry Steel** from **Glastonbury**. Choose the Sewer as your arena, and set a team score of 50 with no time limit. Now set up one human player against eight normal Fistsims. Customise weapons to a Falcon 2, two SuperDragons, an RC-P120 and a shotgun, and try to rack up the 50 kills while avoiding death. Rate yourself on how few times you die.

DEATHS	Gold	Silver	Bronze
	0-1	2-3	4+

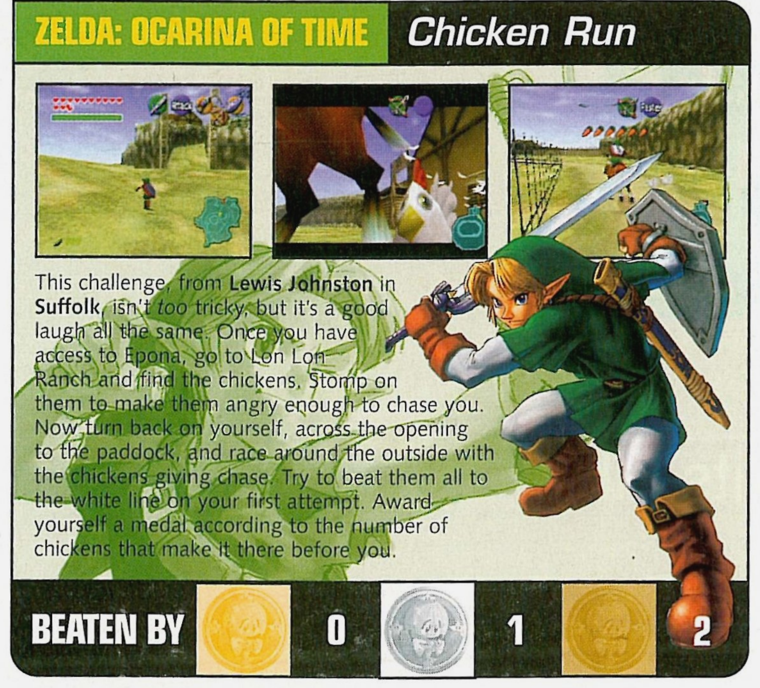
GOLDENEYE 007 *Tiddly Winks*



Thanks to **Simon Thomson** from **Cambridgeshire** for this cracking little challenge. Go to Bunker 1 and eliminate the cameras and all the enemies, picking up their ammo as you go. Now collect the GoldenEye key, take it to the room you started in and drop it on the floor. Your objective is to shoot the key so that it jumps forwards, and push it all the way to the helipad without running out of ammo. And you're not allowed to pick it up again once it's been dropped. Rate yourself on the distance you've covered.

HOW FAR?	Gold	Silver	Bronze
	HELIPAD	UNDER MONITORS	OUTER CORRIDOR

ZELDA: OCARINA OF TIME *Chicken Run*



This challenge, from **Lewis Johnston** in **Suffolk**, isn't *too* tricky, but it's a good laugh all the same. Once you have access to Epona, go to Lon Lon Ranch and find the chickens. Stomp on them to make them angry enough to chase you. Now turn back on yourself, across the opening to the paddock, and race around the outside with the chickens giving chase. Try to beat them all to the white line on your first attempt. Award yourself a medal according to the number of chickens that make it there before you.

BEATEN BY	Gold	Silver	Bronze
	0	1	2

PERFECT DARK *Super Sharp Shooter*

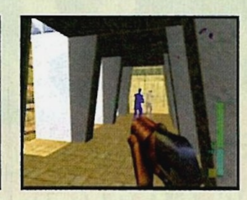


Tom Fairbairn's challenge is very difficult, but not impossible. The **Cheltenham** lad suggests using the sniper rifle cheat for Jo in solo missions and going to the first level of the game. Now find Cassandra and kill her along with her secretary and security. Go to a window, smash the glass, get out your sniper rifle and put your mission timer on the screen. You now have one minute to destroy as many flying cars as possible. Medals depend on how many you take out in one minute.

NUMBER DESTROYED	Gold	Silver	Bronze
	10+	7+	4+

PERFECT DARK — Perfect Match





Sadly, the curse of 'forgot to put me name and address on the back' has struck this tasty challenge. You can choose any of the Combat Simulator's weapons or arenas, but before playing, select six Darksims to go on your team and then set two more teams consisting of one Meatsim each. Now crank up the kill limit to 100 while taking away the time limit, and enter the game. Award yourself a medal according to your position once the game has ended. The hard part is getting to the Meatsims before your perfect team mates do. Quite tricky, this...

POSITION  1ST  2ND  3RD

MARI KART 64 — Wario Relay





This one-player challenge sent in by **Andrew Simmonds** from **Hampshire** ought to spice up this old classic. Make sure you have four controllers plugged in and select a 'Vs' race at Wario Stadium. Now complete the race taking control of one character at a time. Medals are based on the total time it takes to finish, ie, when three players have completed the course.

TIME  UNDER 6 MINS  6-10 MINS  10+ MINS

POKÉMON SNAP — Charmander Headers

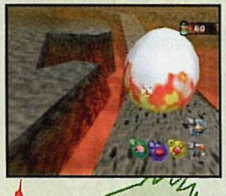




Thomas Reekie from **Litchfield** has sent in the first of our *Pokémon Snap* challenges this month, and what a beauty it is, too. Go to the Volcano Course and stop at the Moltres egg. Now lure the pack of Charmanders towards you and throw an apple to get them jumping. Throw a second apple into the pack and see how many keep-ups you can get the fiery fellas to perform between them.

KEEP-UPS  15  10  5

POKÉMON SNAP — Mash the 'Manders



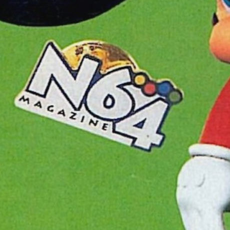


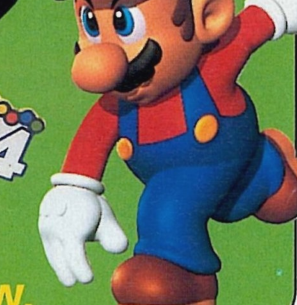
A variation on a theme here from **Robert Carroll** and **Matthew Witte** in **Lancashire**. As before, make your way to the Volcano and stop at the Moltres egg. Get the cheeky pack of Charmanders to come over and make them dance. Now, while they're busy shimmying, throw a Pester Ball at their grinning faces – we've all done it, admit it – and see how many you can snap while they're unconscious.

OUT COLD  6  5  4

Now it's your turn!

GAME ON





Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Mario Tennis • San Francisco Rush 2049
Pokémon Snap • Turok 3
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

I'M THE BEST



New Leagues

SAN FRANCISCO RUSH 2049

If you can resist exploring Rush's massive courses for long enough, lay down some storming lap times and send them in! We'll print the best in a new league soon!

POKÉMON SNAP

We want more of your Pokémon Report scores! Send in evidence of your monster-snapping prowess and we'll put together a new Poké-packed league table!

Stake your claim to videogaming greatness here!

Things are going to get hairy. Now that all of *Perfect Dark*'s main levels – plus Mr Blonde's Revenge – have a league, the lines have been drawn for a showdown of **N64**'s greatest *PD*-playing readers.

So don't disappoint us – whittle down those times and send them in! And if you fancy letting Jo take a breather, why not dust off *F-Zero*, *Smash Bros* or one of the others and have a crack at that league?



STAR PERFORMANCE in conjunction with Wild Things

Our *Ridge Racer 64* tables have arrived! And in recognition of a sterling performance in said new leagues, this month we proclaim Sweden's Jan-Erik Spangberg as The One who may swan gleefully about the place, sporting our coveted Star Performance crown.

And if that wasn't reward enough, we're also sending Jan-Erik a Mirage Joypad from the kind folk at Wild Things (029 2075 5774, www.wild-things.co.uk).

If *you* fancy getting your mitts on one such gold-coloured gaming input device, just pick any one of your N64 games and send us proof of just how great you are at it. Something that'll make us spill our tea over Steve in amazement is usually the kind of level to aim for…

NEW HIGH SCORE!

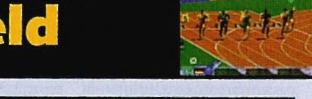
In **N64**/47, we defied you to steal Greener's *Pokémon Snap* thunder. John Sanderson's Pokémon Report total of 271,190 was the best we received in time (you've got to be quick, y'know), so we're sending a natty Mirage joypad straight to him in Telford! Grand.

THIS MONTH'S SCORE TO BEAT



Rush 2049, then. Geraint's been playing it all but non-stop since it first graced our establishment, and we're considering cutting the power to get him off the office N64. Anyway, whosoever best trounces his Mission course lap time of 1'34"354 will be awarded one golden Mirage joypad in **N64**/51 – and, no doubt, will trigger Geraint into another *Rush* marathon.

Track & Field



100M DASH

1	9.28s	Tony Dunster, *London*
1	9.28s	Mark Dunster, *London*
3	9.43s	Liam O'Connell, *Dorking*
3	9.43s	Darren Bolton, *Lincs*
5	9.44s	Marie Crowther, *Kent*
5	9.44s	Steve Poulton, *Yeovil*
5	9.44s	Edward Smith, *Trowbridge*
5	9.44s	Ashley Wright, *Ilkley*

TRIPLE JUMP

1	19.11m	Ashley Wright, *Ilkley*
2	19.10m	George Vaughan, *Coventry*
3	19.09m	Andrew Witham, *Glos*
3	19.09m	Edward Smith, *Trowbridge*
3	19.09m	Kevin Holland, *Guernsey*

WEIGHTLIFTING*

1	280.0kg	Tony Dunster, *London*
1	280.0kg	Mark Dunster, *London*
1	280.0kg	Darren Bolton, *Lincs*
1	280.0kg	Carl Hutchings, *Peterboro'*
1	280.0kg	Kevin Holland, *Guernsey*

100M BREASTSTROKE

1	1'00"56	Mark Dunster, *London*
2	1'00"64	Carl Hutchings, *Peterboro'*
3	1'00"68	Tony Dunster, *London*
3	1'00"68	Kevin Holland, *Guernsey*
5	1'00"72	Adam Bolton, *Lincs*

100M FREESTYLE

1	0'46"22	Roger Santen, *Lincs*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"33	Carl Hutchings, *Peterboro'*
4	0'46"37	Tony Dunster, *London*
4	0'46"37	Ashley Wright, *Ilkley*
4	0'46"37	Eddie Lunec, *Newcastle*

LONG JUMP*

1	9.40m	George Vaughan, *Coventry*
1	9.40m	Liam O'Connell, *Dorking*
1	9.40m	Edward Smith, *Trowbridge*
1	9.40m	Tony Dunster, *London*
1	9.40m	Kevin Holland, *Guernsey*

**League is now closed.*

110M HURDLES

1	12.64s	Mark Dunster, *London*
1	12.64s	Tony Dunster, *London*
3	12.68s	Darren Bolton, *Lincs*
3	12.68s	Carl Hutchings, *Peterboro'*
5	12.76s	Mark Wyss, *Glos*
5	12.76s	Edward Smith, *Trowbridge*

HAMMER

1	101.25m	Darren Bolton, *Lincs*
2	101.22m	Darren Le-warne, *Hants*
3	101.21m	Adam Bolton, *Lincs*
4	101.19m	Edward Smith, *Trowbridge*
4	101.19m	Julie Barker, *Lincs*

TRAP SHOOTING

1	426pts	David Crowther, *Kent*
2	421pts	Marie Crowther, *Kent*
3	419pts	Tony Dunster, *London*
3	419pts	Kevin Holland, *Guernsey*
5	416pts	Adam Bolton, *Lincs*

HORIZONTAL BAR

1	10.00	Stuart Richards, *Dorking*
2	9.99	Darren Le-warne, *Hants*
2	9.99	Carl Hutchings, *Peterboro'*
4	9.98	Ramsay Melville, *Fife*
5	9.97	Edward Smith, *Trowbridge*
5	9.97	Ian Moran, *Liverpool*

Perfect Dark



BEST AGENT MODE TIMES

DATADYNE: DEFECTION

1	0:37	Gary Carney	*Newcastle-upon-Tyne*
2	0:38	Arif Mollah	*Rochdale*
2	0:38	Jan-Erik Spangberg	*Sweden*
4	0:39	Jonathan Steinberg	*Sweden*
4	0:39	Ben Gooch	*Tamworth*

DATADYNE: INVESTIGATION

1	1:36	Jan-Erik Spangberg	*Sweden*
2	1:37	Gary Carney	*Newcastle-upon-Tyne*
3	1:39	Anthony Ratnasothy	*Essex*
4	1:41	Damien Golding	*Watford*
4	1:41	Jonathan Steinberg	*Sweden*
4	1:41	Tony Dunster	*London*

DATADYNE: EXTRACTION

1	1:19	Gary Carney	*Newcastle-upon-Tyne*
2	1:23	Jan-Erik Spangberg	*Sweden*
3	1:27	Arif Mollah	*Rochdale*
4	1:30	Tony Dunster	*London*
4	1:30	Ben Gooch	*Tamworth*

CARRINGTON VILLA

1	1:25	Gary Carney	*Newcastle-upon-Tyne*
2	1:27	Jan-Erik Spangberg	*Sweden*
3	1:30	Tony Dunster	*London*
4	1:32	Arif Mollah	*Rochdale*
5	1:37	Anthony Ratnasothy	*Essex*

CHICAGO: STEALTH

1	0:18	Gary Carney	*Newcastle-upon-Tyne*
2	0:19	Jan-Erik Spangberg	*Sweden*
2	0:19	Tony Dunster	*London*
4	0:28	Arif Mollah	*Rochdale*
5	0:30	Jonathan Steinberg	*Sweden*

G5 BUILDING: RECONNAISSANCE

1	0:54	Gary Carney	*Newcastle-upon-Tyne*
2	0:58	Jan-Erik Spangberg	*Sweden*
3	1:06	Arif Mollah	*Rochdale*
3	1:06	Jonathan Steinberg	*Sweden*
5	1:15	Tony Dunster	*London*

AREA 51: INFILTRATION

1	1:24	Gary Carney	*Newcastle-upon-Tyne*
2	2:14	Sam Harkins	*Abingdon*
3	10:25	Jonathan Mansour	*Liverpool*
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

AREA 51: RESCUE

1	1:55	Gary Carney	*Newcastle-upon-Tyne*
2	2:47	Sam Harkins	*Abingdon*
3	16:59	Jonathan Mansour	*Liverpool*
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

AREA 51: ESCAPE

1	2:41	Gary Carney	*Newcastle-upon-Tyne*
2	3:32	Sam Harkins	*Abingdon*
3	3:47	Jonny Evans	*Pembroke Dock*
4	5:47	Jonathan Mansour	*Liverpool*
5		Send in your times – this could be you!	

AIR BASE: ESPIONAGE

1	1:28	Gary Carney	*Newcastle-upon-Tyne*
2	1:52	Ben Gooch	*Tamworth*
3	1:57	Anthony Ratnasothy	*Essex*
4	2:04	Alex Newman	*Herne Bay*
5	2:05	Sam Harkins	*Abingdon*

AIR FORCE ONE

1	1:03	Gary Carney	*Newcastle-upon-Tyne*
2	1:07	Robert Harrison	*Wakefield*
3	1:13	Ben Bryce	*Worthing*
3	1:13	Jonathan Steinberg	*Sweden*
3	1:13	Ben Gooch	*Tamworth*

CRASH SITE: CONFRONTATION

1	1:41	Gary Carney	*Newcastle-upon-Tyne*
2	2:31	Sam Harkins	*Abingdon*
3	15:28	Jonathan Mansour	*Liverpool*
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

PELAGIC II: EXPLORATION

1	1:09	Gary Carney	*Newcastle-upon-Tyne*
2	2:06	Sam Harkins	*Abingdon*
3	8:16	Jonathan Mansour	*Liverpool*
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

DEEP SEA: NULLIFY THREAT

1	4:42	Gary Carney	*Newcastle-upon-Tyne*
2	4:51	Sam Harkins	*Abingdon*
3	10:49	Jonathan Mansour	*Liverpool*
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

CI: DEFENCE

1	1:01	Gary Carney	*Newcastle-upon-Tyne*
2	1:32	Sam Harkins	*Abingdon*
3	1:40	Jonny Evans	*Pembroke Dock*
4	3:10	Jonathan Mansour	*Liverpool*
5		Send in your times – this could be you!	

ATTACK SHIP: COVERT ASSAULT

1	3:22	Gary Carney	*Newcastle-upon-Tyne*
2	4:00	Sam Harkins	*Abingdon*
3	6:06	Jonathan Mansour	*Liverpool*
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

SKEDAR RUINS: BATTLE SHRINE

1	1:44	Gary Carney	*Newcastle-upon-Tyne*
2	2:53	Sam Harkins	*Abingdon*
3		Send in your times – this could be you!	
4		Send in your times – this could be you!	
5		Send in your times – this could be you!	

MR BLONDE'S REVENGE

1	1:48	Jan-Erik Spangberg	*Sweden*
2	1:50	Gary Carney	*Newcastle-upon-Tyne*
3	1:53	Matthew Li Kam Wa	*Lancashire*
4	1:57	Arif Mollah	*Lancashire*
5	2:00	Ian Calderwood	*Herts*

DK 64



RAMBI BONUS GAME

1	244	Peter Barrett	*Co. Armagh*
2	238	Eoin O'Gorman	*Co. Tipperary*
3	228	Ben Gooch	*Tamworth*
3	228	Joseph Jennings	*Birmingham*
3	228	Arkadiusz Gabreycki	*Poland*
6	226	Ruben Larsen	*Norway*
6	226	James Hogg	*Barnet*
8	224	Becki Harrison	*Coventry*
8	224	Lorne Tietjen	*Woking*
10	222	Liam Kennedy	*Bolton*
10	222	Sam Abraham	*Dublin*

ENGUARDE ARENA

1	385	Sean Matthews	*Paisley*
2	365	Gavin Fuller	*Romford*
2	365	Arkadiusz Gabreycki	*Poland*
4	360	Gary Harmson	*Halifax*
5	350	Tom Craven	*Clitheroe*
6	345	Janne Kaitila	*Finland*
7	330	Lorne Tietjen	*Woking*
8	315	Scott Fitzgerald	*Dorset*
8	315	Kyan Kia	*Halifax*
10	305	Thomas Pearce	*Trowbridge*

DK ARCADE

1	170300	Ben Gooch	*Tamworth*
2	154900	Mat Isaia	*Australia*
3	127100	Griffin Leadabrand	*Australia*
4	92500	Matthew Sexton	*Bedford*
5	92400	Gary Harmson	*Halifax*
6	76000	Andrew Simmonds	*Hampshire*
7	64400	Michael Oakes	*Liverpool*
8	59600	Janne Kaitila	*Finland*
9	55100	Thomas Pearce	*Trowbridge*
10	53000	Morten Tronstad	*Norway*

JETPAC

1	999990	Arkadiusz Gabreycki	*Poland*
2	999905	Andrew Simmonds	*Hampshire*
3	999660	Jake Warren	*Bristol*
4	999355	Alan Clarke	*Oxford*
5	995070	Farron Hussey	*Peterborough*
6	801680	Jenna Blackman	*Pagham*
7	712385	David Huggins	*Crawley*
8	688510	James Cull	*Redditch*
9	673395	Janne Kaitila	*Finland*
10	666540	Tom Makey	*Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila	*Finland*
1	85	Denis Craven	*Lancashire*
1	85	Arkadiusz Gabreycki	*Poland*
1	85	Ruben Larsen	*Norway*
1	85	James Hogg	*Barnet*
6	84	Tom Craven	*Lancashire*
7	83	Jenna Blackman	*Pagham*
7	83	Timothy Staines	*Iford*

GO! GO!



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:13.262	Thomas Hower, *Denmark*
2	0:21.726	Matthew Mowlam, *Cowes*
3	0:22.086	Joel Ashby-Davis, *London*
4	0:23.912	Chris Turner, *Cheshire*
5	0:26.334	Ben Wilkins, *Australia*

MON GAZZA SPEEDWAY		
1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:08.397	Matthew Love, *London*
4	0:10.385	Guy Taylor, *Peterborough*
5	0:11.184	Chris Turner, *Cheshire*

BEEDO'S WILD RIDE		
1	0:45.298	Thomas Hower, *Denmark*
2	0:52.415	Jan-Erik Spangberg, *Sweden*
3	0:53.634	Matthew Mowlam, *Cowes*
4	0:53.650	Ben Wilkins, *Australia*
5	0:56.431	Anthony Ratnasothy, *Essex*

MALASTARE 100		
1	0:26.720	Thomas Hower, *Denmark*
2	0:30.140	Ben Wilkins, *Australia*
3	0:31.002	Guy Taylor, *Peterborough*
4	0:31.844	James McClosky, *Co. Derry*
5	0:33.306	Tom Beasley, *Bushy*

VENGEANCE		
1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:07.810	Anthony Ratnasothy, *Essex*
5	1:07.978	Tom Beasley, *Bushy*

SCRAPPERS RUN		
1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM		
1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:50.213	Tom Beasley, *Bushy*
4	0:51.332	Ben Wilkins, *Australia*
5	0:51.649	Jan-Erik Spangberg, *Sweden*

EXECUTIONER		
1	1:09.957	Thomas Hower, *Denmark*
2	1:16.516	Jan-Erik Spangberg, *Sweden*
3	1:21.040	Ben Wilkins, *Australia*
4	1:22.029	Anthony Ratnasothy, *Essex*
5	1:23.611	Luke Oswin, *Leicester*

F-Zero X



SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"839	Matthew Flitton, *Cambridge*

BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle*
3	1'30"852	Andrew Mills, *Dundee*
4	1'31"999	Tony Dunster, *London*
5	1'32"502	David Van Moer, *Belgium*

SECTOR ALPHA		
1	1'16"336	Damien Golding, *Watford*
2	1'22"696	Adam Tucker, *Great Yarmouth*
3	1'23"527	Phil Hughes, *Widnes*
4	1'24"497	Matthew Flitton, *Cambridge*
5	1'24"792	Morten Tronstad, *Norway*

DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD		
1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"414	Andrew Mills, *Dundee*
5	1'17"802	Gary Carney, *Newcastle*

RED CANYON 2		
1	1'33"471	Andrew Mills, *Dundee*
2	1'33"776	Adam Tucker, *Great Yarmouth*
3	1'34"800	Gary Carney, *Newcastle*
4	1'34"935	Phil Hughes, *Widnes*
5	1'35"555	D. D. Ramone, *Carlisle*

SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	2'00"535	Adam Tucker, *Great Yarmouth*
3	2'01"163	Phil Hughes, *Widnes*
4	2'02"173	D. D. Ramone, *Carlisle*
5	2'02"648	Andrew Mills, *Dundee*

PORT TOWN 2		
1	1'52"032	Paul Galvin, *Dublin*
2	1'52"315	Damien Golding, *Watford*
3	1'52"832	Adam Tucker, *Great Yarmouth*
4	1'52"920	Phil Hughes, *Widnes*
5	1'53"521	Gary Carney, *Newcastle*

Ridge Racer 64



RIDGE RACER NOVICE		
1	0'56"780	Thomas Hower, *Denmark*
2	0'57"320	Jan-Erik Spangberg, *Sweden*
3	0'59"880	Stephen Cairns, *Edinburgh*
4	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE		
1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'46"820	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE NOVICE		
1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'40"660	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION INTERMEDIATE		
1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	4'10"760	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE INTERMEDIATE		
1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	2'00"160	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXPERT		
1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'29"560	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION EXPERT		
1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	3'01"080	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE EXPERT		
1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'55"740	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXTREME		
1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'17"800	Stephen Cairns, *Edinburgh*
3	2'28"360	Thomas Hower, *Denmark*





Mario Golf



TOAD HIGHLANDS		
1	8'41"96	Raymond Wegman, *Holland*
2	8'51"98	Chris Webb, *Gloucester*
3	9'18"68	Jon McIlvaney, *Washington*
4	9'33"88	Gary Carney, *Newcastle-upon-Tyne*
5	9'52"64	Matthew Sexton, *Bedford*

KOOPA PARK		
1	9'16"20	Raymond Wegman, *Holland*
2	9'43"20	Chris Webb, *Gloucester*
3	10'32"68	Gary Carney, *Newcastle-upon-Tyne*
4	10'33"03	Martin Gore, *Dublin*
5	10'47"16	Jan-Erik Spangberg, *Sweden*

SHY GUY DESERT		
1	9'25"56	Raymond Wegman, *Holland*
2	10'40"60	Chris Webb, *Gloucester*
3	10'47"72	Gary Carney, *Newcastle-upon-Tyne*
4	11'10"72	Karl von der Luehe, *Surrey*
5	11'22"28	Jan-Erik Spangberg, *Sweden*

YOSHI'S ISLAND		
1	9'54"68	Raymond Wegman, *Holland*
2	10'23"40	Chris Webb, *Gloucester*
3	11'03"28	Karl von der Luehe, *Surrey*
4	11'21"72	Gary Carney, *Newcastle-upon-Tyne*
5	11'29"48	Clive Mullings, *Kimbolton*

BOO VALLEY		
1	10'52"72	Raymond Wegman, *Holland*
2	11'39"04	Chris Webb, *Gloucester*
3	11'44"36	Gary Carney, *Newcastle-upon-Tyne*
4	11'46"24	Jan-Erik Spangberg, *Sweden*
5	12'26"06	Thomas Grandjean, *Switzerland*

MARIO'S STAR		
1	10'18"24	Raymond Wegman, *Holland*
2	11'15"48	Chris Webb, *Gloucester*
3	11'54"76	Thomas Grandjean, *Switzerland*
4	12'02"28	Gary Carney, *Newcastle-upon-Tyne*
5	12'26"64	Jon McIlvaney, *Washington*

World Driver Championship



HAWAII C		
1	01:01.44	Abul Salam, *London*
2	01:02.11	Ian Calderwood, *Hertfordshire*
3	01:02.27	Shoriful Islam, *London*
3	01:02.27	Kostas Mitzithras, *Greece*
5	01:02.36	Leo Himanka, *Finland*

KYOTO A		
1	00:39.59	Ian Calderwood, *Hertfordshire*
2	00:39.84	Leo Himanka, *Finland*
3	00:39.90	Kostas Mitzithras, *Greece*
4	00:39.98	Abul Salam, *London*
5	00:40.04	Shoriful Islam, *London*

LAS VEGAS A		
1	00:58.27	Leo Himanka, *Finland*
2	00:58.79	Jamie Burnett, *Caithness*
3	00:58.84	Kostas Mitzithras, *Greece*
4	00:58.90	Ian Calderwood, *Hertfordshire*
5	00:59.04	Abul Salam, *London*

ROME B		
1	01:12.88	Jamie Burnett, *Caithness*
2	01:13.12	Ian Calderwood, *Hertfordshire*
3	01:13.16	Leo Himanka, *Finland*
4	01:13.52	Kostas Mitzithras, *Greece*
5	01:13.55	Abul Salam, *London*

LISBON C		
1	01:01.36	Kostas Mitzithras, *Greece*
2	01:01.84	Leo Himanka, *Finland*
3	01:01.88	Ian Calderwood, *Hertfordshire*
4	01:02.68	Jamie Burnett, *Caithness*
5	01:02.79	Shoriful Islam, *London*

BLACK FOREST A		
1	00:26.76	Leo Himanka, *Finland*
2	00:26.87	Ian Calderwood, *Hertfordshire*
3	00:27.28	Jamie Burnett, *Caithness*
4	00:27.38	Shoriful Islam, *London*
5	00:27.60	Kostas Mitzithras, *Greece*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros



MARIO		
1	11"20	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG		
1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI		
1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY		
1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK		
1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX		
1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU		
1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
3	11"47	Luke Brown, *Worcester*
4	11"97	Ben Rumsby, *Bristol*
5	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME		
1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME		
1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*



In association with

What do we want for Christmas? A sackful of your gaming brilliance!

skill club MILLENNIUM

Imagine, if you will, trying to balance one of Mark's heavily chewed biros on a marble, on top of a bottle of Paul's hair-protecting shampoo, while Andrea periodically prods you with The Stick. 'Hard' simply isn't the word to describe it, but we reckon the sense of satisfaction should you manage it would be just *massive*. And while getting into Skill Club is marginally easier, the sense of achievement you'll feel is just as high.

First, complete a selection of challenges from the opposite page – three for Bronze, seven for Silver, ten for Gold, and 14 for the heights of the Platinum league. That done? Excellent. Now send us photo or video proof with the form below, marking your talent-packed envelope 'Skill Club Millennium'.

Everyone who makes it 'in' gets a glossy **N64** Skill Club certificate and a neat **N64** pin badge. A Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory also goes out to every Gold-standard gamer, while Platinum people will also bag a natty **N64** T-shirt. And all without balancing a thing.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64**.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*

skill club MILLENNIUM ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Hey folks! I'm upgrading! ☐

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98

What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: feel free to use any ship for this, including the V-Wing and Naboo Fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2,000 coins. Yup, 2,000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars



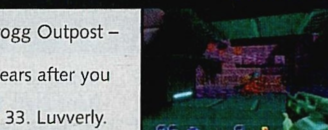
What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/38.

challenge F — Lylat Wars



What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II



What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64



What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding



What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01'35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



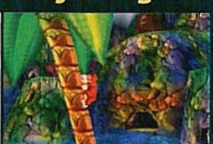
What you must do: Unlock all 23 cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3,550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough In issue 38.

challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: there are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There are tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

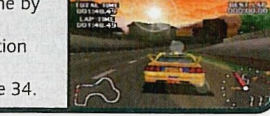
challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship





What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club

complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*

SILVER Club

complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Stephen Woods, *Lanarkshire*	A,C,D,E,G,J,L
The Alliance (c/o Richard Granville), *Bridgend*	C,G,L,N,P,R,S
Joseph and Jerry Murphy, *Co. Cork*	B,G,L,N,O,R,S
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S
James McDermott, *Australia*	C,E,G,I,L,N,Q,R
Christophe Zerathe and Thomas Grand, *London*	C,I,K,L,N,P,R,S

GOLD Club

complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S
Kostas A. Mitzithras, *Greece*	B,C,H,J,L,N,P,R,S,T
Justin Badger, *Wolverhampton*	B,C,D,K,L,M,N,P,R,S
Joel Fuller, *Australia*	C,D,E,G,H,I,K,L,N,P,R,S

BRONZE Club

complete 3 challenges

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffordshire*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán O'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
John Calderon, *Lanarkshire*	G,R,S
Ben Wilkins, *Australia*	C,H,L
Martin Gore, *Dublin*	N,P,S
Stephen Hibbs, *London*	L,R,S
Ian Calderwood, *Harpenden*	E,L,T
Nader Kohbodi, *Anglesey*	B,P,S
Bobby Matthews, *Kingston-upon-Thames*	C,L,S
John Burke, *Bromley*	H,N,P
Alex Hellowell, *St Albans*	K,L,S
Andrew McQuillan, *Australia*	C,N,R
Tim Witney, *Essex*	L,N,O
Chris Eaves, *Newport Pagnell*	L,S,T
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Matt Swales, *Australia*	L,P,R,S
Luke Wilson, *Stourport-on-Severn*	L,P,S,T
Anthony Coombes, *Bridgwater*	E,G,L,Q
Andrew Simmonds, *Waterlooville*	B,G,L,P
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
Colin White, *Derbyshire*	G,L,N,R,S
David Ainscough, *Australia*	L,P,R,S,T
Chris Richards and Michael Petch, *Doncaster*	C,G,K,L,S
David Furness, *Edinburgh*	C,G,K,L,P
Stephen Larner, *Stoke-on-Trent*	C,N,O,Q,R
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Mark Poulter, *Warrington*	C,H,J,L,N,S



Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

CRASH 64

85% 4 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



This god game has you nurturing a computer system from its useless beginnings to its spectacularly inefficient and flamboyant death. We particularly enjoyed writing failure messages which would mean absolutely nothing to anyone without a PhD.

TOP TIP *For maximum effect, ensure your system waits until it is most needed before breaking irreparably. That way you'll cause maximum merriment among the people who use it!*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



UK Game releases

40 WINKS

71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% 1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% 4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 — GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.



BLAST CORPS

88% 5 Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000
28% 1 Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 5 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW


Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.


TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA


A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1 Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64
93% 5 Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG


It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

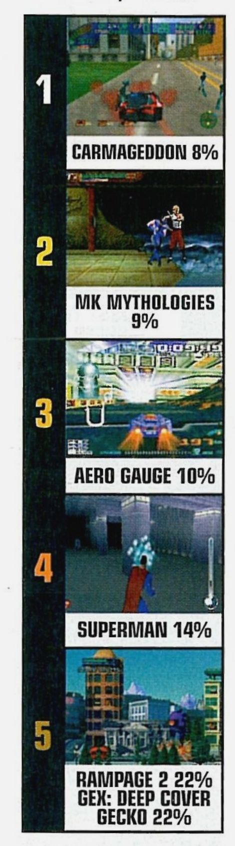
Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS
75% 3 Infogrames • £40 • 1/2 players • rumble pak • on cart • Issue 47 • MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

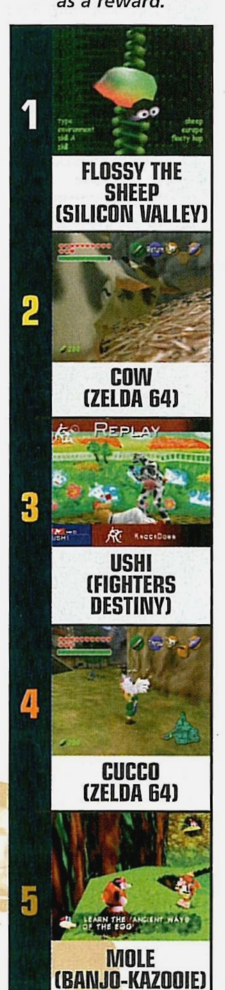




GO! GO!


WINNER!

Congrats to Michael Anderson from the chilly realm of Aberystwyth. He's thoughtfully set down his top five amusing animals you can spot in N64 games. Thank you, Mike. A copy of Perfect Dark *is yours as a reward.*



1 FLOSSY THE SHEEP (SILICON VALLEY)

2 COW (ZELDA 64)

3 USHI (FIGHTERS DESTINY)

4 CUCCO (ZELDA 64)

5 MOLE (BANJO-KAZOOIE)

DUKE NUKEM 64

85% 4 GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.


TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 Acclaim ● £40 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 Nintendo ● £45 ● 1-4 players ● controller pak ● rumble pak ● Issue 43 ● MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.


TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP

72% 3 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION

71% 1 Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.


TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64

39% 0 EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.


TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 Crave ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.


TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out* **N64***/12 and 14 in particular.*

GT 64
67% 1
Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS
66% 2
Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN
69% 1
Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY
71% 3
Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS
61% 3
EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN
83% 4
Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER
84% 4
Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS
56% 1
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64
67% 3
Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000
86% 4
Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.


TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000
90% 4
Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64
92% 4
Konami • £30 • 1-4 players • rumble pak • controller pak • Issue 41 • JB



An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98
92% 5
Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and, now more than ever, the finest football game in the world.


TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS
53% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI
93% 5
Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.


TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT
62% 2
Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS
72% 3
Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000
82% 3
EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE
42% 2
Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA
98% 5
Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out* **N64**/*24 for a guide on how to complete the first dungeon.*

LEGO RACERS
70% 3
Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D
70% 3
Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS
91% 5
Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE
81% 3
GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64
92% 3
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99
88% 5
EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK

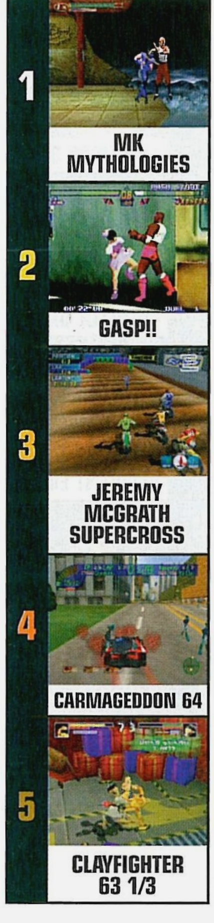



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

HILARIOUS!

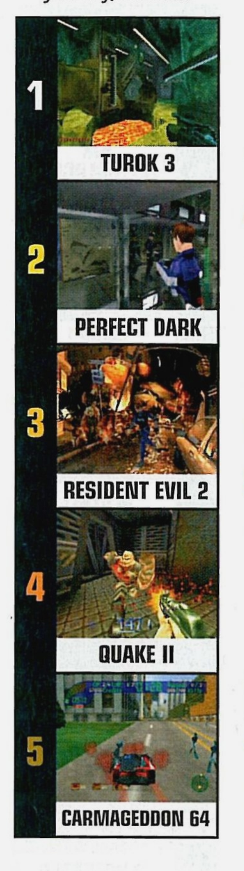
Rory Dennis from Buckinghamshire is a man of discerning taste. He's picked out his favourite of our barbed comments from these very pages. No Superman?



GO! GO!

GANDHI!

Indian pacifist Mahatma Gandhi certainly wouldn't have liked the following violent games, according to David Hastings from Co. Dublin. Whatever you say, David...



MAGICAL TETRIS CHALLENGE

51% 2 Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN

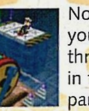


Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

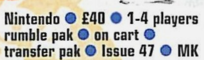
87% 4 Nintendo • £45 • 1-4 players • rumble pak • on cart • Issue 42 • MG

Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS



91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • transfer pak • Issue 47 • MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4 GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4 Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 1 Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 3 Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.





NBA PRO '98
71% 2 — Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NBA PRO '99
52% 2 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ
87% 4 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% 5 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update. Stick with last year's version.

NHL '99
74% 4 — EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99
52% 2 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE
82% 4 — THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1 — GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK
83% 4 — Virgin ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY
62% 2 — Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK
96% 5 — Rare ● £50 ● 1-4 players ● rumble pak ● controller pak ● on cart ● expansion pak ● transfer pak ● Issue 42 ● MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF
80% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64
89% 5 — Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP
80% 4 — Nintendo ● £45 ● 1 player ● on cart ● Issue 45 ● MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM
90% 5 — Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64
82% 4 — Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64
79% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II
90% 4 — Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX
87% 4 — Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS
80% 4 — Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% 1 — GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% 0 — Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

SUN!

Aah, bless. James Batchelor from Chelmsford has lovingly picked out the five best places to watch a sunrise or sunset in Zelda: Ocarina of Time.



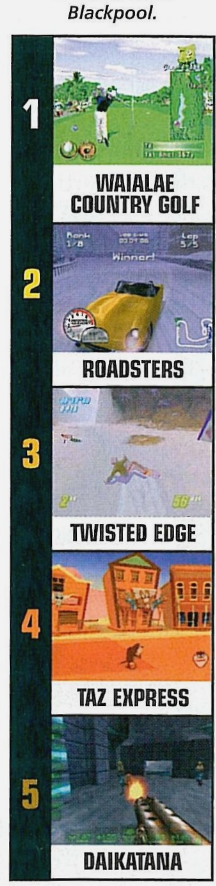





Directory Club 64

WHERE?

Some games you just can't find for love nor money. Five of these unwanted, unloved carts have been listed below by Matthew Meehan from Blackpool.



1 WAIALAE COUNTRY GOLF
2 ROADSTERS
3 TWISTED EDGE
4 TAZ EXPRESS
5 DAIKATANA

RAT ATTACK
70% 3
Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2
73% 3
Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE
81% 3
Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2
90% 4
Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT
73% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64
91% 5
Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG





Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64
68% 3
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS
80% 4
Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64
75% 2
GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS
88% 4
Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB





The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON
85% 4
Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT
48% 1
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA
73% 4
GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH
82% 3
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SAN FRANCISCO RUSH 2049
91% 4
Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 48 • GE







Super-fast, car-flipping futuristic racer with countless hours of exploration in it.



Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!

SCARS
79% 3
Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64
43% 2
Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN
93% 5
Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB





Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.



Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.

SHADOWS OF THE EMPIRE
78% 3
Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY
91% 5
Take 2 • £50 • 1 player • on cart • Issue 22 • MK





The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS
86% 4
Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK
73% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK
83% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off..

SOUTH PARK RALLY
88% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER
68% 2
Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.



TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN







Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG





Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.



TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 — Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK





At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55% 2 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 — Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK





Very playable skateboard sim with the emphasis on tremendous stuntwork.

TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 3 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD





Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB





Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2

71% 3 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW





Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW





A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG





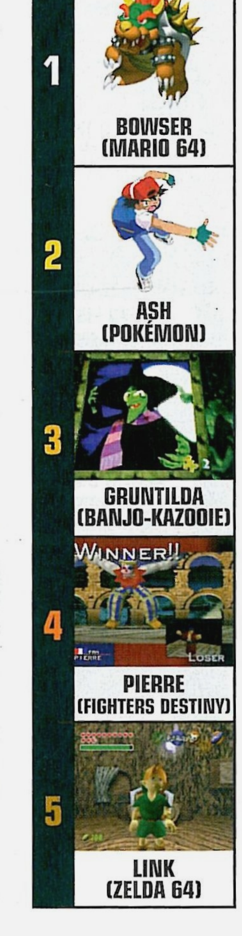


The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

CONKS!

Peter Bryant from Dorset claims he's sent us loads of stuff, but we never print it. Well, just to keep the scamp happy, here's his list of the top five noses in N64 games.



GO! GO!

Club 64 DIRECTORY readers' top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to: N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....

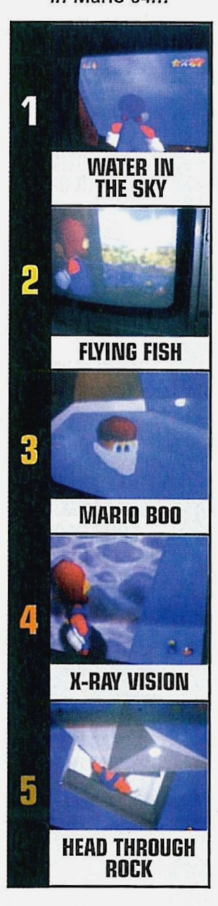
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WHOOPS!

Ashley Goodman of Kent proves that even the masters have off-days. He's carefully searched out his top five graphical glitches in Mario 64...



TWISTED EDGE
60% 2 — Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8
74% 3 — Activision ● £40 ● 1-4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE
69% 3 — Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64
77% 4 — Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99
90% 5 — Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF
49% 1 — Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS
46% 0 — GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

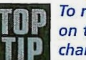
Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64
90% 5 — Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN





Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY
75% 3 — GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98
70% 3 — GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM
78% 3 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE
75% 3 — THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR
70% 2 — THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

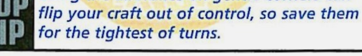
WETRIX
74% 3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64
88% 5 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98
73% 2 — EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER
91% 5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See N64/34 for more.*



WORMS ARMAGEDDON
85% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK





A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE
88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG





The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF WARZONE
85% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000
90% 5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH





The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS
81% 4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY
86% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW





Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90% 4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62% 2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81% 4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83% 3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40% 1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84% 4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52% 3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23% 1



Game	Details	Score	Stars
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
JANGOU SIM MAH JONG 64	Video-System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MAJORA'S MASK	Nintendo ● 1 player ● Issue 43 ● MG	95%	5
MARIO STORY	Nintendo ● 1 player ● Issue 47 ● AM	85%	4
MS PAC-MAN MAZE MADNESS	Namco ● 1-4 players ● Issue 48 ● MG	72%	3
NAMCO MUSEUM	Namco ● 1/2 players ● Issue 44 ● MG	70%	3
NBA COURTSIDE 2	Nintendo ● 1-4 players ● Issue 44 ● MK	87%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 3	Quest ● 1 player ● Issue 34 ● MG	82%	4
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON PUZZLE LEAGUE	Nintendo ● 1/2 players ● Issue 48 ● MG	89%	4
POKÉMON STADIUM 2	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	3
RALLY CHALLENGE 2000	Southpeak ● 1/2 players ● Issue 45 ● MG	61%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	3
SPACE INVADERS	Activision ● 1 player ● Issue 44 ● MG	73%	3
STARCRAFT 64	Nintendo ● 1/2 players ● Issue 45 ● MG	78%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 30 ● MG	72%	4
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	4
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	4
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOP GEAR HYPERBIKE	Kemco ● 1/2 players ● Issue 44 ● MK	64%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	3
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	1
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	2

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The Majora's Mask Edition

The sequel to the Best Game Ever™ arrives in Japan and we discover whether it lives up to the reputation of its predecessor. Plus all the latest news from the E3 games show in Los Angeles, a pile of ace tips for *Pokémon Stadium*, and first shots of Rare's epic, *Dinosaur Planet*!

● Dress your N64 in style with our exclusive *Perfect Dark* console sticker!

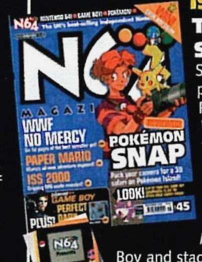
ISSUE 44
The World is Not Enough Edition



We open up our top-secret dossier on the N64's latest Bond blaster – including the first multiplayer shots. Plus we've got pics of *Mario Tennis*, secret *Donkey Kong 64* stuff, tips for *Tarzan*, and the latest *Banjo-Tooie* shots!

● Consider yourself a Perfect Agent? Prove your skills with our action-packed *Perfect Dark* Challenge Book!

ISSUE 45
The Pokémon Snap Edition



Six monster-packed pages on Nintendo's Pokémon photo-safari, *WWF No Mercy* gets the Special Investigation treatment, *Paper Mario* is Future Looked, we review *Perfect Dark* on Game Boy and stacks more besides!

● Get our Game Boy Companion! With Top Ten, reviews directory, a hardware guide and more!

ISSUE 46
The Turok 3 Edition

Our verdict on the Fireseed twins' final N64 outing, plus reviews of *ISS 2000* and *Blues Brothers*. *Perfect Dark's* combat challenges are tamed, we have a close look at *Mario Tennis*, and there's the first half of our *Pokémon Snap* maps!

● Perfection is now at hand with our complete guide to the solo missions in *PD*. And it's free!

ISSUE 47
The Mario Tennis Edition



It's here! And our six-page review tells you why it's unmissable. Plus, from Spaceworld, we've got a detail-packed report on Gamecube and GBA, and a stack of N64 previews. Get the rest of our *Snap* maps, plus *Mario Party 2* tips, too!

● Our DGG+ returns, packed with top-notch advice for *Pokémon Snap* and a *Turok 3* walkthrough! Nicely!

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The Pokémon Puzzle League Edition



Hotfoot from Japan, it's the N64's latest Pokégame! Plus *San Francisco Rush 2049* blows us away, we chat to Shigsy himself about Gamecube, GBA and the N64, and *Turok 3's* multiplayer mode gets a bagful of tippage!

● Become a sporting master with our fab *Mario Golf* and *Mario Tennis* Double Game Guide!

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PERFECT DARK N64 STICKER KIT





Are you lonely this Christmas? These extracts from four cockle-warming Nintendo yuletide stories will ease the pain...

HOW TO WINBACK YOUR MAN

liable to slip back out.

This was no time for an argument. The military satellite would be detonating any second. But, once again, Lisa's temper proved more explosive than the average nuclear warhead. And just as loud.

"Always late!" she screamed at Jean-Luc. "Don't you realise what we're up against?"

"I-" Jean-Luc began, but Lisa's tongue was as sharp as her shooting.

"Tiptoeing behind crates! Crawling along balconies! Why can't you just run normally like the rest of the civilised world and be on time?"

"This is the Strategic Covert Actions Team, Lisa," countered Jean-Luc. "Not the Attention-Seeking Sprint Gang of Certain Death."

Lisa sighed aloud. As the only S.C.A.T. member prepared to run, jump, yell, clap and sing her way through enemy territory, she'd put up with all the jokes about loose cannons and needing a silencer of her own.

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HOW TO WINBACK YOUR MAN

But she dreamed of earning respect – especially from Jean-Luc. He was gorgeous, and no creep, despite his creeping ways. Deep down, she knew that it was his embarrassing running technique that made him reluctant to do anything other than sneak around like some squalid snake.

Her thoughts were shattered as three knife-wielding assassins sprang into action from behind a barrel.

"Duck!" screamed Jean-Luc, drawing his pistol. And then, by God, he was actually *running*! Legs and buttocks rigid as though limiting the damage from an unpleasant trouser accident, impeccable blonde bouffant waving from side to side. Lisa felt her heart melt.

In seconds, the assassins lay dead on the floor. Without thinking, Lisa ran to Jean-Luc, sobbing, and threw her arms around his blood-stained body armour.

"Hey there!" chuckled Jean-Luc. "I wasn't going to you become the 83rd S.C.A.T. member brutally murdered this

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ZOMBIE-LIKE IN HIS ARMS

clean on this morning."

The last zombie fell, groaning, to the floor. As Leon injected one last bullet into its cranium, blood seeped slowly from its head, evidence that it had joined the legions of the dead once more.

With that, Leon returned to his meal. Eva studied him. In the flickering light of the burning lorry embedded in the restaurant's wall, and with a hairstyle reminiscent of Darren Day in his glory years, Leon looked every inch the irresistible Raccoon City cop.

The food – a huge block of bean curd they'd found in the police station basement, roasted to perfection by a quick flamethrower burst – was delicious. Leon's suggestion of a quiet, romantic meal as a break from the bloodshed was perfect – and Eva needed her stomach filling after upchucking at the sight of flesh-torn, broken-boned zombies every half-hour.

All too soon it was over. The twinkle in Leon's eye, though, suggested more

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ZOMBIE-LIKE IN HIS ARMS

was to come.

"I've got a surprise for you," he said, reaching into his pocket. When it emerged, Eva – after managing to tear her goggling eyes away from the sinuous mutant remains and fragments of glistening brain matter beneath his fingernails – saw he held a heart-shaped key.

"Oh!" she gasped. "But what could it possibly be for?"

Leon sighed, handing her the key. "Try the locker with the heart-shaped lock over there, dear," he snapped.

Eva stood up, turned slowly through 270°, and slid on invisible rollerskates towards the door. She slipped the key into the lock and turned – and felt her heart beat faster as the locker door gradually opened of its own accord, with a terrifying creak.

Inside the locker was a cardboard box. Eva reached for it – then jumped as it wiggled and barked at her.

"Oh, Leon!" cried Eva. It was a small salivating mutant puppy, clawing at

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LOVE-ALL: HER ADVANTAGE

held one in each hand.

The ball catapulted off the wall with a resounding 'thwock'. The tennis court looked beautiful, covered with a soft blanket of snow that twinkled in the winter sun. But Peach was in no mood to appreciate it.

Too slow, he'd said. Defensive style, he'd said. What right did that idiot Mario have to tell her how to play? The day that moustachioed midget actually fixed a pipe, he could start telling *her* what to do.

She threw another ball in the air and, with a swing of her racquet, sent it crashing towards the wall. The hearts that rose from her racquet, usually a gentle pink and white, were a deep black.

"Nice-a shot," said a voice behind her.

She spun around, ready to let fly at that dungareed dunce. But it wasn't Mario. A tall, dark stranger stood in front of her, dressed top-to-toe in seductive purple. He smiled, twanging his spider's leg moustache and looking her up and down. "...er shots don't-a seem to be a

LOVE-ALL: HER ADVANTAGE

problem for-a you," he grinned. His eyes seemed to glow as he spoke.

Peach felt her cheeks go red. Could this be Waluigi, Mario's long-lost cousin? He was rumoured to be entering the tennis tournament, but the length of his moustache, nose and chin were said to be well over competition limits.

"Do I know you?" she offered. The stranger laughed – a booming, echoing laugh that made Peach shiver. Or was it that she was standing in sub-zero temperatures wearing a pink miniskirt and blouse?

"What-a say we practice a little one-on-one?" chuckled the man. He reached to pick up a racquet from the ground, but struggled to extend his arm the full six feet from waist to toe. Peach rushed to help, and her delicate hand brushed against his rotten, unwashed glove.

"I-I'm not a great tennis player," stammered Peach. "I find it really hard to make balls glow red. And no matter how

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WHO'S AFRAID OF MS DARK?

like a barking seal.

Jo was no stranger to cold. Her training had taught her the importance of multiple layers – especially when the male trainees had started to become a little *too* handy with the X-ray scanner.

But, as she crept slowly towards the Air Base entrance – one movement too quick and her perfectly-sculpted hair would be ruined – Jo was suffering. Skimpy air stewardess' uniforms, she decided, were designed for women with body fat.

She jumped as the radio crackled into life. "Joanna," barked a familiar voice. "Ish the mishon prosheeding apaysh?"

Instantly, the freezing cold was a mere memory as Jo pictured the man behind the voice. The face of Robin Williams; the dress-sense of Michael Aspel – of all the men that Jo had met, Daniel was the most irresistible. And least dead.

"I'm about to enter the base," Jo whispered, "Over." If only the *mission* were over, she thought. Then she could

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WHO'S AFRAID OF MS DARK?

nestle her face in the Brian Blessed-like goodness of Daniel's expansive beard.

With bare legs trembling from the cold – thank God for anti-cellulite cream! – Jo strolled into the entrance. Perfect. One of the guards' Laptop Guns rose slightly, but otherwise the staff were motionless.

"I'm in," Jo whispered. "They haven't noticed."

"With that uniform, Joanna, how could *anyone* fail to notish you?" slithered Daniel.

"Wha-?" gasped Jo. "How did you know I was wearing..."

At that moment, the base receptionist ripped away her blonde wig and spectacles to reveal that she wasn't all she seemed.

"Daniel!" cried Jo. "But-"

"Shhhh," whispered Carrington, spraying her with saliva. "I thought I'd shurprishe you."

"And the guards?" Jo gasped.

"Oh, yes. Of course," said Daniel, frowning. "Oops." Instantly, the guards

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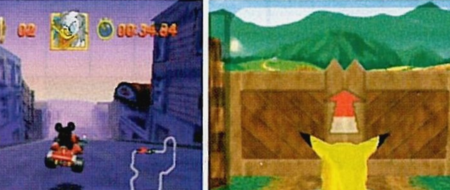
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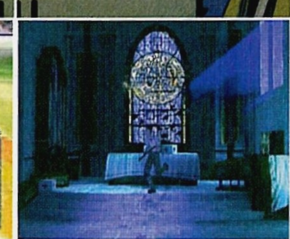
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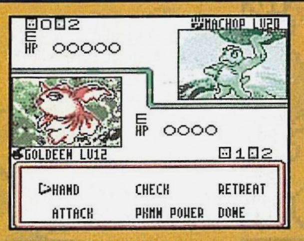
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NEXT MONTH IN planet GAME BOY






REVIEWED! POKÉMON TRADING CARD GAME

TIPPED! DONKEY KONG COUNTRY, CANNON FODDER



CHRIMBO CROSSWORD

As you slump back in your vast armchair, intestines rupturing from an overload of Quality Street, nestle this page on your swollen belly. You'll be incapable of movement or speech, so take a moment to have a go at our Christmas Crossword. It's better than telly, and there may just be something in it for you at the end.

Done it? Eh? Eh?

Think you're clever or something? Fancy a game of your choice for your efforts? Send the completed crossword (or a photocopy if you prefer) in to us, tell us what game you'd like, and – if you win – you'll waddle bloatedly away with a free N64 cart. The address?

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Name ....

Address ....

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And the game I'd like is ....

....

Across

1 *Lylat Scuffles*. Hang on, that's not right. (4)
7 One-time **N64** staffer Neil Pedoe made this parent swoon. (3)
9 A kind of *Express* that's not fantaztic. (3)
11 Awful, censor-baiting racer where you mow down pedestrians. (11)
13 Electronic ____ – publishers of the *FIFA* series. (4)
14 The best footy series ever. (3)
16 All carrot-topped evil-doers live in these old forts. (7)
20 Jump off the top of this in the first level of *GoldenEye*. (3)
22 Jo can use this bit of furniture as an impromptu leatherette shield. (4)
23 "We sprang out and punched it in the face" – which breathy game earned this remark in Directory? (4)
24 What do you call a load of people with mushrooms on their heads? (5)
25 In *Harvest Moon*, what are you in charge of? (4)
26 When the Deku Tree died, it probably bled this. (3)
28 Pokémon move to illuminate dark areas. (5)
30 Try exploring *Shadowman* without a map and you will become… (4)
31 _____ Marx. *Shadowman*'s Home Improvement killer. (5)
33 The kind of score we don't give crap games. (4)
35 Turok's female mentor-type person. (4)
37 Complete the following little-known phrase: '____chu, I choose you!'. (4)
38 Pokémon move where you wait around. ____ your time. (4)
39 Where will next year's E3 show take place? (2)
40 The kind of creature Bottles is in *Banjo*. (4)
41 You start off as this fella in *Hybrid Heaven*. Or Cameron ____. (4)
43 You'll need four of these for maximum *Mario Kart* multiplayer mirth. (4)
45 This Mister wrestler is named after Americans' bottoms. (3)
46 Each of these forest folk has a fairy. Bit like Kokiri. (5)
47 Shoot someone's cap off here while they're spending a penny. (7)
48 Try to beat your lap records in this time mode. (5)
49 *Kirby's Air* ____ – cancelled game. (4)
51 Male bug catcher – see 18 Down. (3)
52 Our 'world' where we revel in old games. (5)
55 ____ *Boarder 64* – hovered onto the N64 back in 1998. (3)
56 Shortened version of a recent criminal-type Game Boy driver. (3)
57 Chocolatey Chrimbo cake. It makes us snicker. (3)
58 *Buck Bumble* is populated by which aerial pests? (4)
59 There's no button for this in *Zelda*. (7)
62 Our pint-sized Production Editor. Bless all the little ones this Christmas. (5)
65 ____ *Battle 64* – upcoming monster-based strategy game. (4)
66 Old ZX Spectrum games came on this magnetic medium. (4)
67 ______ Circle. Chilly place where Jo rescues the President. (6)

Down

2 A short street. (2)
3 Going too fast in *F1WGP*? Apply this. (5)
4 Shortened name for 13 Across. (2)
5 Creators of PC classic *Doom*, which Midway brought to N64. (2)
6 Gin and _____. A type of *Trouble* we could do without. (5)
8 There ain't no party like this board game! (5, 5)
10 Fishy folk in *Zelda*. (4)
11 An N64 game comes on a ____. Not a CD. (4)
12 Upcoming Pokémon Game Boy title. It'll be a gem. (7)
15 Type of *CARS* made by Ubi Soft that'll leave nasty marks. (5)
16 Gotta do this to 'em all! (5)
17 Kittsy's evil ____ eyes will make you cry. (7)
18 This bonnie wee female is a bug catcher in *Pokémon*. (4)
19 Release dates do this often – like tripping over. (4)
20 We ____ our winged cap to Mario. Rhymes with 'cough'. (4)
21 To whom do we doff our winged cap? (5)
27 Foul-mouthed, vomiting *South Park* tyke. (4)
28 American name for *Lylat Wars* – *Star*___. (3)
29 What kind of aliasing does Gamecube feature? (4)
30 Sacrifice 100 cadeaux to this deity in *Shadowman* for extra health. (3)
32 Namco's excellent conversion of a classic PlayStation racer. (5, 5)
33 In Issue 47, we previewed *Totoko Hamu-Taro* on GB. What creature is in it? (7)
34 *Harvest Moon GBC* – use this tool to till the land. (3)
36 *Ridge Racer*, *San Francisco Rush 2049*, *F1WGP* – type of game? (7)
37 Mario's gone very thin. So thin you could write on him. (5)
42 The greatest game ever made. It's official. (5)
44 You drive this One in *Pokémon Snap*. (4)
45 The continent in which the games industry is based. (4)
50 His *Balls are Reckin'*. (4)
53 London games show we recently attended – Gamecube unveiled to Europe there. (4)
54 The best second-party developers in the world. (4)
57 Which brick-based type of *Racers*? (4)
59 A fella, a lady and their dog – first word of the game's name. (3)
60 Catch spooky Edgar Allen in the fields outside Hyrule Market. (3)
61 Nintendo's American arm – shortened name. They might have an ark…(3)
63 What we say when someone makes the tea. (2)
64 Fake cleverness for sims in *Perfect Dark*. (2)

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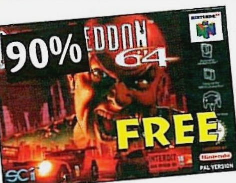
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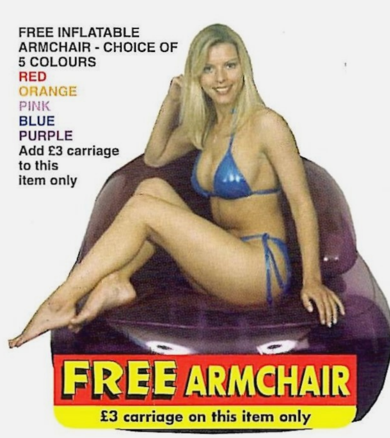


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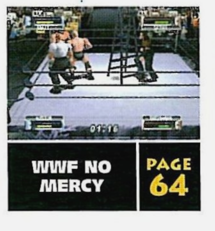
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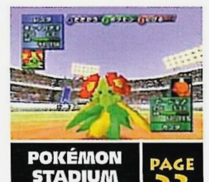
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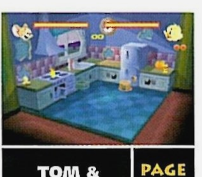
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